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THE

Chess Openings.

BY

ROBERT B. WORMALD.

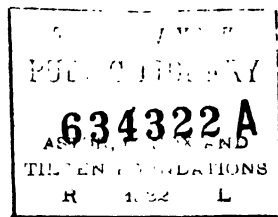
"UT NIVUS NIGROS, NUNC UT NIGER ALLIGAT ALBOS."

SECOND EDITION.

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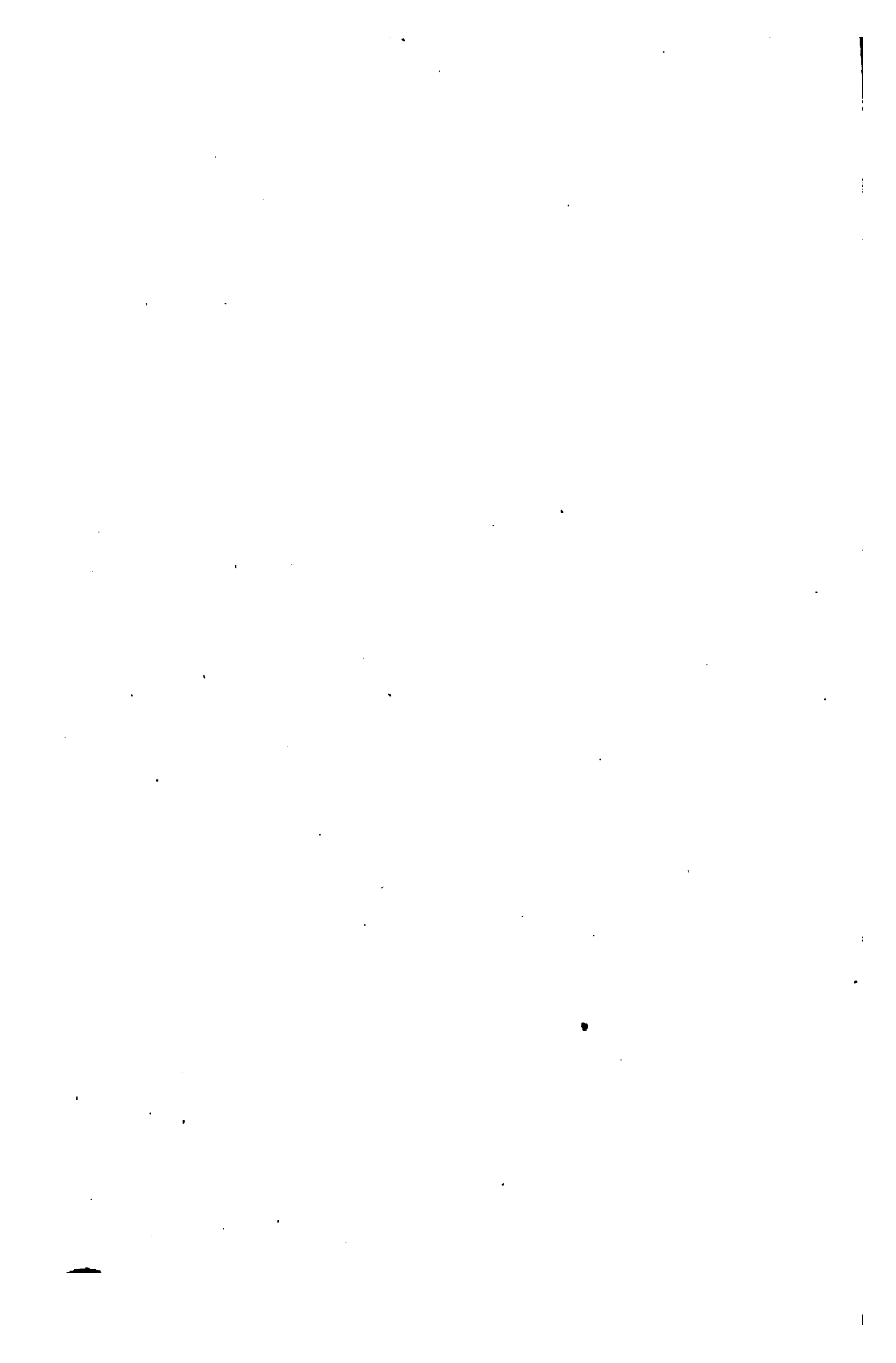
P R E F A C E.

THOUGH nominally a second edition, this is, in reality, a new book. I am aware that I have omitted much, and abridged more, in order to compress the volume within its present limits; but, throughout, I have endeavoured to preserve what was really serviceable to the Student. For example, I have traced in outline only the Giuoco Piano, and many forms of the King's Bishop's Game and Close Opening, as being either rarely adopted, or offering but scant scope for analysis; other varieties of début I have treated with greater elaboration. At the best, however, the work is little more than a compilation, and, as such, I leave it to my readers.

As the greater part of this book was in type prior to the publication of the Fifth Edition of the *Handbuch des Schachspiels*, the references, when not otherwise specified, are to the Fourth Edition.

R. B. W.

December 1874.



PREFACE TO THE FIRST EDITION.

I AM fully aware that this little volume can advance but slight pretensions to originality. My object has been simply to give, so far as might be compatible with my limited space, the latest results of the Theory of the Openings as established by the best authorities, and, with this view, I have availed myself, without scruple, of the more elaborate works of Staunton, Der Lasa, Jaenisch, Max Lange, and others, to whom I take this opportunity of expressing my obligations. At the same time, being fully conscious of the importance of actual play as the ultimate test of theoretical analysis, I have drawn largely upon the valuable collection of games recorded in the pages of the German *Schachzeitung*, the "Chess Player's Chronicle," and the various English and foreign newspapers and periodicals in which Chess now forms a prominent feature. In every instance I have endeavoured, as far as possible, to derive my information directly from the fountain head; and although I have occasionally ventured to differ from the conclusions of my predecessors, I have the satisfaction of feeling that my dissent has been in all cases founded upon careful

and conscientious study and examination. For the Collection of Problems contained in the Appendix I am solely responsible.

To the many kind friends who have assisted me in my undertaking, I beg to return my best acknowledgments, and more particularly to Mr. G. B. Fraser, of Dundee, to whom I am indebted for many valuable suggestions, and a considerable amount of original analysis.

R. B. W.

2 TANFIELD COURT, TEMPLE,

December 1863.

THE CHESS OPENINGS.

CHAPTER I.

THE KING'S KNIGHT'S GAME.*

THE attack, springing from the sortie of the King's Knight at the second move (1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$, 2 $\frac{Kt \text{ to } K B 3}{Kt \text{ to } K B 3}$), commonly known as the "King's Knight's Opening," appears, judging from the voluminous analyses bestowed upon it by the "classical" writers, to have attained, at a very early period, the high repute in which it is still held. From the fifteenth century down to the present day, we find opinions fluctuating between Black's second move, 2 $\frac{Kt \text{ to } Q B 3}{Kt \text{ to } Q B 3}$, 2 $\frac{P \text{ to } Q 3}{P \text{ to } Q 3}$, and the counter attack of 2 $\frac{Kt \text{ to } K B 3}{Kt \text{ to } K B 3}$, each of which, in different eras or schools, has had its advocates. The two first-named defences—we dismiss for the present that of 2 $\frac{Kt \text{ to } K B 3}{Kt \text{ to } K B 3}$ as being virtually a modern innovation—appear to have been alternately accepted as satisfactory, only again to be rejected, and in turn reproduced, by each successive generation of players, as new Openings were invented, or old forms of attack strengthened or remodelled.

LUCENA, the earliest European writer on Chess (1495), touched on all three varieties of the defence, but without expressing any opinion as to their comparative merits. Judging, however, from the examples he has left us of the Opening,

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q Kt fifth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third

of which he was the originator, and not RUY LOPEZ, to whom it has

* The substance of the following chapter originally appeared in the form of an article contributed by the writer to the *Chess Player's Chronicle*.

been erroneously ascribed, we may infer that he was in favour of the defence of Queen's Knight *versus* King's Knight. In this view he was followed by DAMIANO, who expressly advocated the defence of 2 $\overline{\text{Kt to Q B 3}}$. To this, however, his successor, RUY LOPEZ, objected, on the ground that the first player might advantageously reply with LUCENA's move of 3 $\overline{\text{B to Q Kt 5}}$. He therefore substituted the defence of 2 $\overline{\text{P to Q 3}}$. The validity of this reply was stoutly combated by the Italians, the most eminent school of mediæval Chess. There is still extant a letter from ERCOLE DEL RIO to LOLLI (published 1750), in which 2 $\overline{\text{P to Q 3}}$ is expressly condemned, and DAMIANO's move of 2 $\overline{\text{Kt to Q B 3}}$ recommended instead. We may infer, also, that SALVIO, from the care he appears to have bestowed upon the Giuoco Piano, concurred in this opinion. Thus, with the solitary exception of an ineffectual attempt on the part of GRECO to substitute his favourite counter gambit (2 $\overline{\text{P to K B 4}}$), the move of 2 $\overline{\text{Kt to Q B 3}}$ appears to have been unanimously accepted as the correct defence from the sixteenth down to the middle of the eighteenth century, when PHILIDOR published his *Jeu d'Echecs*, in which he once more asserted the claims of 2 $\overline{\text{P to Q 3}}$. The great master, in his subsequent analysis of the Opening, went so far as to maintain, and indeed attempted to prove, that this move not only nullified all attack, but was even so strong as to render the first player's move of 2 $\overline{\text{Kt to K B 3}}$ unadvisable.

For many years the high reputation of PHILIDOR maintained the popularity of his defence, the efficiency of which was first called in question during a series of games between Messrs. Attwood and Wilson, in which the Opening was thoroughly tested. Indeed, PHILIDOR himself, in his last edition, considerably qualified his former high estimate of the defence.

On the death of PHILIDOR, a second reaction took place, in favour of 2 $\overline{\text{Kt to Q B 3}}$, which seems to have been almost uniformly adopted for nearly half a century. The invention of the Evans gambit, the revival of the Ruy Lopez, and the introduction of new forms of attack in the Scotch Opening, once more suggested a doubt as to the feasibility of this defence. Then came the question, "Can the King's Pawn be protected at all? and does not the second player, by accepting an open game, unnecessarily expose himself to

a dangerous attack from the outset?" This suggestion gave rise to a twofold revolution in the theory of the Openings.

The Russian school, represented by M. PETROFF, called attention to the counter attack of 2 Kt to KB3 , originally proposed by LUCENA, which, having undergone an elaborate analysis at the hands of MAJOR JAENISCH, was finally pronounced by him to be the best defence at Black's command,—an opinion which was somewhat modified by the result of the celebrated game between Pesth and Paris. On the other hand, the English and German schools—more especially the former—sought refuge in the French and Sicilian defences. Thereupon followed an era of "close" games, which may be said to have commenced a little previous to the great match between Messrs. Staunton and St. Amant, and reached its culminating point in the tournament of 1851. About this time a reaction seems to have taken place in the popular estimate of the Sicilian defence. Its validity began to be questioned, and a general feeling prevailed in favour of the more chivalrous and interesting "open" game; more especially now that the Scotch and Evans gambits, which had formerly been such a source of embarrassment as to cause a general resort to the close Openings, had been elaborately analysed. With this reaction in favour of the "open game" was revived the old *vexata questio* as to the correct defence to the King's Knight's Game, which is as unsettled at the present time as it was three centuries ago. The opinions of our best players seem pretty evenly divided between the three moves of 2 P to Q3 , 2 Kt to QB3 and 2 Kt to KB3 , although, from the beauty and variety of the combinations springing from 2 Kt to QB3 there is little doubt that it will always remain the most popular, as indeed, in our opinion, it is the most efficient, of the three lines of defence.

We shall now proceed to examine, as far as may be compatible with the necessarily restricted limits of the present work, the principal features of attack and defence resulting from these moves, as well as from the counter gambits, 2 P to KB4 and 2 P to Q4 ; omitting, as unworthy of analysis, all mention of the unimportant defences of 2 P to KB3 , 2 B to Q3 and 2 Q to KB3 .

CHAPTER II.

PHILIDOR'S DEFENCE.

GAME I.

1 $\frac{P \text{ to } K \ 4}{P \text{ to } K \ 4}$ 2 $\frac{Kt \text{ to } K \ B \ 3}{P \text{ to } Q \ 3}$ 3 $\frac{P \text{ to } Q \ 4}{P \text{ to } K \ B \ 4}$

GAME II.

3 $\frac{P \text{ takes } P}{P \text{ takes } P}$ 4 $\frac{Q \text{ takes } P}{Q \text{ takes } P}$

GAME III.

3 $\frac{P \text{ takes } P}{P \text{ takes } P}$ 4 $\frac{Kt \text{ takes } P}{Kt \text{ takes } P}$

GAME IV.

3 $\frac{B \text{ to } Q \ B \ 4}{B \text{ to } Q \ B \ 4}$

GAME I.

WHITE.

1 P to K fourth
2 Kt to K B third
3 P to Q fourth

BLACK.

1 P to K fourth
2 P to Q third

White may also play 3 $\frac{B \text{ to } Q \ B \ 4}{B \text{ to } Q \ B \ 4}$, for which see Game IV.

3 P to K B fourth

This is the "classical" defence recommended by PHILIDOR. It is, however, a somewhat hazardous line of play, and very inferior to 3 $\frac{P \text{ takes } P}{P \text{ takes } P}$, which will be examined under the head of Game II.

In addition to 3 $\frac{P \text{ to } K \ B \ 4}{P \text{ to } K \ B \ 4}$ and 3 $\frac{P \text{ takes } P}{P \text{ takes } P}$, Black may play, as suggested by Mr. LORD, 3 $\frac{Kt \text{ to } Q \ 2}{Kt \text{ to } Q \ 2}$, 3 $\frac{B \text{ to } K \ Kt \ 5}{B \text{ to } K \ Kt \ 5}$, or 3 $\frac{Kt \text{ to } K \ B \ 3}{Kt \text{ to } K \ B \ 3}$, which we will briefly illustrate.

Firstly—3 $\frac{Kt \text{ to } Q \ 2}{Kt \text{ to } Q \ 2}$ 4 $\frac{B \text{ to } Q \ B \ 4}{P \text{ to } Q \ B \ 3}$ 5 $\frac{P \text{ to } Q \ B \ 3}{P \text{ to } Q \ B \ 3}$ with the better game, as Black cannot now play 5 $\frac{K \ Kt \text{ to } K \ B \ 3}{K \ Kt \text{ to } K \ B \ 3}$ or 5 $\frac{B \text{ to } K \ 2}{B \text{ to } K \ 2}$, on account of 6 $\frac{Q \text{ to } Q \ Kt \ 3}{Q \text{ to } Q \ Kt \ 3}$.

Secondly—3 $\frac{B \text{ to } K \ Kt \ 5}{B \text{ to } K \ Kt \ 5}$ 4 $\frac{P \text{ takes } P}{B \text{ takes } Kt}$ 5 $\frac{Q \text{ takes } B}{P \text{ takes } P}$ 6 $\frac{B \text{ to } Q \ B \ 4}{Q \text{ to } Q \ 2 \text{ best}}$
7 $\frac{Q \text{ to } Q \ Kt \ 3}{P \text{ to } Q \ B \ 3}$ 8 $\frac{P \text{ to } Q \ R \ 4}{B \text{ to } Q \ 3}$ 9 $\frac{\text{Castles}}{\text{Castles}}$ with the better game.

For 3 $\frac{Kt \text{ to } K \ B \ 3}{Kt \text{ to } K \ B \ 3}$, see Game III.

4 P takes K P

This is the move usually recommended for White at this juncture, but he may play also, with at least equal advantage, 4 $\frac{B \text{ to } Q \ B \ 4}{B \text{ to } Q \ B \ 4}$, e.g.—

4 $\frac{B \text{ to } Q \ B \ 4}{P \text{ takes } K \ P}$ (Black might also play 4 $\frac{Kt \text{ to } Q \ B \ 3}{Kt \text{ to } Q \ B \ 3}$) 5 $\frac{Kt \text{ takes } K \ P}{Kt \text{ takes } K \ P}$ and

whether Black now capture the Knight, or play 5 P to Q 4 best, the first player obtains a marked superiority by 6 Q to K R 5 ch.

5 Kt. to K Kt fifth

4 B P takes P

5 P to Q fourth

6 P to K sixth

His best move. PHILIDOR gives 6 P to K B 4, which is very inferior.

6 Kt to K R third

If he play 6 B to Q B 4, White rejoins with 7 Kt takes K P best and not with 7 Kt to K B 7, on account of the following:—
7 Kt to K B 7 8 B to K 3 9 P to Q 5, &c. Compare a game between Messrs. Barnes and Morphy—*Praxis*, p 88.

7 Kt to Q B third best

White might also play, but with less advantage, 7 P to K B 3 or 7 Q to R 5 ch, which we will briefly examine.

Firstly—7 P to K B 3 8 Q B takes P 9 P to K B 4 10 P takes B
11 B to Q B 5 12 Q to Q 2, and the position is in Black's favour.
The above variation is given in the *Handbuch*, but we believe White might have obtained a better game by playing 9 P to K R 4 instead of 9 P to K B 4.

Secondly—7 Q to K R 5 ch 8 Q to K R 3 9 P to Q B 4 and Black has little inferiority.

7 P to Q B third

8 K Kt takes K P

This ingenious sacrifice first occurs in a game contested between Messrs. Attwood and Wilson, contemporaries of PHILIDOR; but its true merits appear to have been altogether underrated until the publication of Mr. STAUNTON's *Handbook*, in which the variation was first subjected to a rigorous analysis. Instead of 8 Kt takes K P the authors of *Theorie und Praxis* show that White might win a Pawn by the following line of play:—

8 Kt takes R P 9 Kt takes B 10 Kt takes K P 11 Kt to K Kt 5, &c.
B takes K P best K takes Kt Kt to K Kt 5

8 P takes Kt

9 Q to R fifth ch

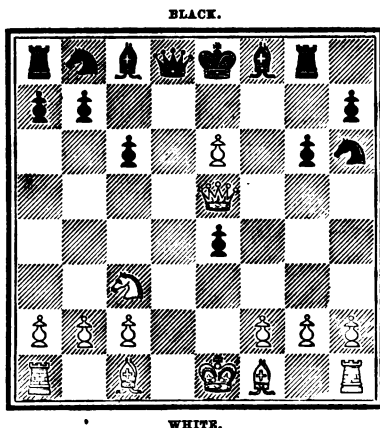
9 P to K Kt third

10 Q to K fifth

10 R to K Kt sq

11 B to K Kt fifth

The English *Handbook* gives 11 B takes Kt, and follows it with 12 R to Q sq, but the move in the text, which we believe is the invention of Mr. Lowenthal, is apparently stronger. Appended is a Diagram of the position :



Position after Black's tenth move.

11 B to K Kt second

He may play also—11 Q to Q Kt 3 or 11 Q to Q 3, e.g.

Firstly—11 Q to Q Kt 3 12 Castles Kt to Kt 5 13 Q to K B 4 and wins.

Secondly—11 Q to Q 3 12 Q takes Q B takes Q 13 Kt takes K P Kt to B 4 (if 13 B to B sq 14 Kt to B 6 ch and wins) 14 P to K Kt 4 with a winning game.

12 P to K seventh

12 Q to Q Kt third

13 Castles

13 B takes Q

14 R to Q eighth ch

14 K to B second

15 B to B fourth ch

15 B to K third

16 B takes B ch

16 K takes B

17 R takes R and wins.

GAME II.

WHITE.

1 P to K fourth

2 Kt to K B third

3 P to Q fourth

4 Q takes P

BLACK.

1 P to K fourth

2 P to Q third

3 P takes P

He may also retake the Pawn with Knight. (*See Game III.*) If he play instead 4 $\overline{B \text{ to } Q B 4}$, Black may safely reply with 4 $\overline{Kt \text{ to } Q B 3}$ reducing the game to a form of the Scotch gambit.

4 Kt to Q B third

Opinions differ as to the merits of this move, many of the authorities advocating 4 $\overline{B \text{ to } Q 2}$ —which was originally suggested by Mr. Boden—in preference to bringing out the Queen's Knight at once. In actual play, we have found that 4 $\overline{B \text{ to } Q 2}$ gives the first player too much time, as in reply he can bring out his Queen's Bishop to King's 3rd, and on Black's playing 5 $\overline{Kt \text{ to } Q B 3}$, retire the Queen to Queen's 2nd, with a good opening. In this variation, it is a moot point whether White should bring out his King's Bishop to Queen's 3rd, or to King's 2nd. The authors of *Theorie und Praxis* advocate the former, but many of our best players prefer the latter move.

5 B to Q Kt fifth

5 B to Q second

6 B takes Kt

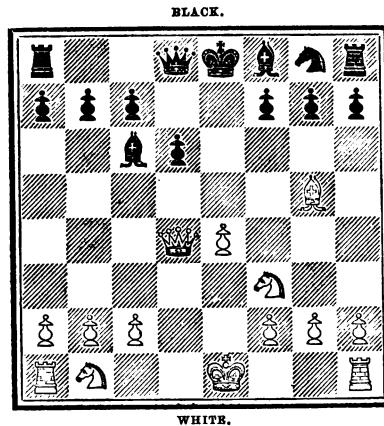
This method of continuing the attack was first introduced in one of the match games between Messrs. Harrwitz and Lowenthal.

6 B takes B

7 B to K Kt fifth

Black has now the choice of two replies, viz.:—7 $\overline{P \text{ to } K B 3}$ and 7 $\overline{Kt \text{ to } K B 3}$

The following is a Diagram of the position:—



Position after White's seventh move.

In the first place :—

8 B to K R fourth
 If 8 $\overline{\text{Kt to K 2}}$ 9 $\overline{\text{Kt to Q B 3}}$ 10 $\overline{\text{B to K Kt 3}}$ 11 $\overline{\text{Castles Q R}}$ with a good game.

7 P to K B third

8 Kt to K R third

9 Kt to Q B third

9 Q to Q second

10 Castles Q R

White may also Castle on the King's side, and then play 11 Q R to Q sq, but Castling on the Queen's side is generally preferable in this form of the Opening.

10 B to K second

11 K R to K sq

White has a good game.

In the second place :—

7 Kt to K B third

In the opinion of the authors of *Theorie und Praxis* this is stronger than 7 $\overline{\text{P to K B 3}}$.

8 Kt to Q B third

This is preferable to taking off the Knight with the object of doubling the Pawns, as the exchange of Queens would tend to relieve Black from the restraint of his position.

8 B to K second

9 Castles Q R

9 Castles

10 K R to K sq

With a good position.

The above formed the opening moves of a game between Messrs. Morphy and Lowenthal. (See *Praxis* p 48.)

GAME III.

WHITE.

1 P to K fourth

2 Kt to K B third

3 P to Q fourth

4 Kt takes P

BLACK.

1 P to K fourth

2 P to Q third

3 P takes P

4 Kt to K B third

This is generally given as Black's best defence, but it is question-

able whether it is really stronger than the old move of $4 \overline{P \text{ to } Q} 4$. In the latter case the following is a probable continuation :—

4 $\frac{P \text{ to } Q}{P \text{ to } Q}$ 5 $\frac{P \text{ to } K}{P \text{ to } Q}$ 6 $\frac{B \text{ to } Q}{B \text{ to } Q}$ 7 $\frac{P \text{ to } K}{B \text{ takes } B}$
8 $\frac{P \text{ takes } P}{K \text{ takes } P}$ 9 $\frac{Kt \text{ takes } B}{Q \text{ to } K}$ 10 $\frac{Q \text{ to } Q}{Q \text{ takes } Q}$ 11 $\frac{K \text{ takes } Q}{Kt \text{ to } Q}$
and Black has no inferiority.

5 Kt to Q B third

5 B to K second best

White has now the choice of two methods of continuing the attack, viz. :—

6 B to Q 3⁽¹⁾

and

6 P to ⁽²⁾ K B 4

In the first place :—

6 B to Q third

6 Castles

6 $\frac{P \text{ to } Q B 4}{7 \text{ Castles}}$ would be continued by 7 $\frac{B \text{ to } Q K t 5 \text{ ch}}{B \text{ to } Q 2}$ 8 $\frac{K t \text{ to } K B 5}{}$, &c.

In the analysis of the Opening by Messrs. MORPHY and DE RIVIERE 7 P to K B 4 is given as White's strongest move, but JAENISCH pronounces it to be weak, and submits the following:—

$$7 \frac{P \text{ to } K B 4}{B \text{ to } K K t 5} \left(\text{if } 7 \frac{P \text{ to } Q B 4}{P \text{ to } Q B 4} 8 \frac{K t \text{ to } K B 3}{Q \text{ to } Q K t 3} 9 \frac{P \text{ to } K 5}{P \text{ to } K 5} \right) 8 \frac{K t \text{ to } K B 3}{P \text{ to } Q B 3} 9 \frac{P \text{ to } K R 3}{P \text{ to } K R 3}, \&c.$$

7 P to Q B fourth

- 8 K Kt to K second

8 Q. to Q. Kt third

9 R to Q Kt sq

White might also play with advantage 9 $\frac{\text{Kt to KB4}}{\text{Kt to QB3}}$ 10 $\frac{\text{Kt to Q5}}{\text{Kt to Q5}}$, &c.

9 Kt to Q B third

10 B to K third

10 Kt to K fourth

11 Kt to K B fourth

11 B to Q, second

12 P to K R third

12 Kt takes B

13 Q takes Kt

With the superior opening.

In the second place:—

6 P to K B fourth

6 Castles best

Black may also play—

Firstly—6 $\frac{B \text{ to } K}{B \text{ to } K \text{ Kt } 5}$ 7 $\frac{B \text{ to } K 2}{B \text{ takes } B}$ (if 7 $\frac{Q \text{ to } Q 2}{Q \text{ to } Q 2}$ 8 $\frac{B \text{ takes } B}{B \text{ takes } B}$ with
 the better game) 8 $\frac{Q \text{ takes } B}{\text{Castles}}$ 9 $\frac{\text{Castles}}{P \text{ to } Q B 4}$ 10 $\frac{Kt \text{ to } KB 5}{\text{Castles}}$, &c.

Secondly—6 $\frac{\text{P to Q B 4}}{\text{P to Q B 4}}$ 7 $\frac{\text{Kt to K B 3}}{\text{Castles}}$ best, 8 $\frac{\text{B to Q 3}}{\text{B to Q 3}}$, &c.

7 B to K second

If 7 B to Q 3 7 B to K Kt 5, &c.

7 P to Q B fourth

He might also play 7 P to Q 4.

8 Kt to K B third

8 Kt to Q B third

9 Castles

9 Q to Q Kt third

10 K to R sq

10 Kt to Q R 4 would cost a Pawn.

10 B to K Kt fifth

11 P to K R third

11 B takes Kt

12 B takes B

12 Kt to Q fifth

13 R to Q Kt sq best

13 R to Q sq

And Black has a safe game.

We cannot conclude our examination of this form of the PHILIDOR Defence without a passing reference to an elaborate article by the late MAJOR JAENISCH, entitled "A new essay on the King's Knight's Opening," which was originally published in the *Chess World* for 1868 and 1869, and to which we are indebted for several of the foregoing variations. In the analysis referred to the great Russian master revives the somewhat *outré* defence of 3 Kt to K B 3, which he maintains to be better and stronger than the hitherto recognised move of 3 P takes P, and it must be confessed he makes out a very good case. We append a brief *resumé* of some of the leading variations.

WHITE.

1 P to K fourth

2 Kt to K B third

3 P to Q fourth

BLACK.

1 P to K fourth

2 P to Q third

3 Kt to K B third

If White now play 4 Kt to Q B 3, which is given by JAENISCH as best, Black takes Pawn with Pawn, and on the first player retaking with Knight, we arrive at a position examined under Game III. Should White recapture the Pawn with Queen instead of Knight, at the fifth move, the following is probable.

For the sake of clearness we repeat the opening moves,

- 1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ 2 $\frac{Kt \text{ to } K B 3}{P \text{ to } Q 3}$ 3 $\frac{P \text{ to } Q 4}{Kt \text{ to } K B 3}$ 4 $\frac{Kt \text{ to } Q B 3}{P \text{ takes } P}$ 5 $\frac{Q \text{ takes } P}{B \text{ to } K 2 \text{ best}}$
 6 $\frac{B \text{ to } K 3 \text{ best}}{\text{Castles}}$ 7 $\frac{\text{Castles best}}{Kt \text{ to } Q B 3}$ 8 $\frac{Q \text{ to } Q 2}{P \text{ to } Q R 3}$ 9 $\frac{B \text{ to } Q 3}{B \text{ to } K 3}$

and the positions are about equal, though perhaps, White's game is a little the better developed of the two.

In addition, however, to the move of 4 $\frac{Kt \text{ to } Q B 3}$ noticed above, White has at his disposal two other lines of attack springing from 4 $\frac{B \text{ to } K Kt 5}$ and 4 $\frac{P \text{ takes } P}$, which have been cursorily touched upon by nearly all the authorities, and dismissed in favour of the first player. M. JAENISCH, on the contrary, appears to be of opinion that both should result in an even game. We reproduce one or two of his leading variations :—

In the first place :—

- 4 B to K Kt fifth 4 P takes P best
 5 Q takes P

M. JAENISCH here suggests that White should “renounce the capture of the Pawn under the penalty of yielding to Black an excellent and rapid development of his forces”—but this we venture to think is an over-refinement, as the Pawn must be ultimately taken, unless indeed White elect to play at this moment 5 $\frac{P \text{ to } Q B 3}$, which would leave him a Pawn behind, without any compensating advantage in position. Retaking the Pawn with Knight is inferior to the move in the text, *e.g.*—

- 5 $\frac{Kt \text{ takes } P}{B \text{ to } K 2}$ 6 $\frac{B \text{ takes } Kt \text{ best}}{B \text{ takes } B}$ 7 $\frac{Kt \text{ to } Q B 3}{(if 7 \frac{P \text{ to } Q B 3}, \text{ then } 7 \frac{P \text{ to } Q 4})}$ 7 $\frac{\text{Castles}}{\text{Castles}}$ 8 $\frac{B \text{ to } Q B 4}{Kt \text{ to } Q B 3}$ 9 $\frac{K Kt \text{ to } K 2}{B \text{ to } K 3}$ and Black has at least an even game.

- 5 B to K second
 6 Kt to Q B third 6 Castles
 7 Castles 7 Kt to Q B third best
 8 Q to Q second 8 P to Q R third best

If Black at his 7th or 8th move play $\frac{P \text{ to } K R 3}$, White must retire the Bishop to King's third.

- 9 B to Q third 9 B to K third

and the positions are about equal.

In the second place :—

4 P takes P

In the analysis of the PHILIDOR Defence by Messrs. MORPHY and DE RIVIERE, this move is given as establishing the Opening in favour of the first player. The proper continuation, according to JAENISCH, is—

5 B to Q B fourth	4 Kt takes P
If 5 $\overline{B \text{ to } Q 3}$ 5 $\overline{Kt \text{ to } Q B 4}$ &c.	5 P to Q B third
6 Castles	6 P to Q fourth
7 B to Q third	

The authors of the analysis above referred to here dismiss the game in favour of White, but JAENISCH carries on the variation a few moves further, *e.g.*—

7 Kt to Q B fourth best

If Black play 7 $\overline{B \text{ to } K 2}$, then follows 8 $\overline{B \text{ takes } Kt}$ 9 $\overline{Q \text{ takes } Q ch}$ 10 $\overline{K Kt \text{ to } Q 2}$, threatening to play the Knight to Queen's Bishop fourth and Queen's sixth.

8 B to K third

If 8 $\overline{P \text{ to } K R 3}$ 8 $\overline{B \text{ to } K 2}$.

8 B to K Kt fifth

and Black has no inferiority.

GAME IV.

WHITE.

1 P to K fourth
2 K Kt to B third
3 B to Q B fourth

BLACK.

1 P to K fourth
2 P to Q third
3 B to K second

We consider this to be Black's best reply. He has, however, the choice of a variety of moves. If he play 3 $\overline{P \text{ to } K B 4}$, White replies with 4 $\overline{P \text{ to } Q 4}$, and we have a position previously examined. (See Game I.) If he play 3 $\overline{B \text{ to } K 3}$, White exchanges Bishops, and then moves 5 $\overline{P \text{ to } Q B 3}$. Similarly he may play 3 $\overline{B \text{ to } K Kt 5}$, to which White equally replies with 4 $\overline{P \text{ to } Q B 3}$, having in every

case a greatly superior game. Finally, he may move 3 P to Q B 3, in which event the following is probable—

3 P to Q B 3 4 P to Q 4 5 P takes Q P 6 Kt to K 5 7 B to Q Kt 5 ch
P to Q 4 P to K 5 Q B P takes P B to Q 2

(In the *Praxis* White is made to play the Q to R 5 at once, which seems to be at least as efficacious.)

8 Q to R 5 9 Kt takes Kt P 10 Q to K 5 ch 11 Q takes Q P ch
P to K Kt 3 B P takes Kt K to B 2 K to Kt 2
 12 Q takes Q Kt P, and should win. *Handbuch*, 4th Ed. p 87.

To revert to our original variation :—

4 P to Q fourth	4 P takes P
5 Kt takes P	5 Kt to K B third
6 Kt to Q B third	6 Castles
7 Castles	7 Kt takes K P
8 Kt takes Kt	8 P to Q fourth

Even game.

CHAPTER III.

PETROFF'S DEFENCE.

GAME I.

1 $\frac{P \text{ to } K \ 4}{P \text{ to } K \ 4}$ 2 $\frac{Kt \text{ to } K \ B \ 3}{Kt \text{ to } K \ B \ 3}$ 3 $\frac{Kt \text{ takes } K \ P}{Kt \text{ takes } K \ P}$

THE defence of King's Knight *versus* King's Knight first occurs in LUCENA, 1595. It was also briefly touched upon by DAMIANO, but never received the consideration to which it is entitled until its re-introduction by the Russian masters, PETROFF and JAENISCH, the latter of whom at one time pronounced it to be the best defence the second player could adopt—an opinion which is still shared by many of our ablest players.

GAME I.

WHITE.

1 P to K fourth
2 Kt to K B third
3 Kt takes K P best

BLACK.

1 P to K fourth
2 Kt to K B third
3 P to Q third best

White may also play 3 $\frac{B \text{ to } Q \ B \ 4}{B \text{ to } Q \ B \ 4}$ and 3 $\frac{P \text{ to } Q \ 4}{P \text{ to } Q \ 4}$. The former of these moves will be examined under the head of the "Knight's Defence to the King's Bishop's Game," where the same position is brought about. The latter may be briefly disposed of, *e.g.*—

3 $\frac{P \text{ to } Q \ 4}{P \text{ takes } P \text{ best}}$ 4 $\frac{P \text{ to } K \ 5}{Kt \text{ to } K \ 5}$ 5 $\frac{Kt \text{ takes } P}{P \text{ to } Q \ 4}$ even game. If instead of 5 $\frac{Kt \text{ takes } P}{Kt \text{ takes } P}$ White play 5 $\frac{B \text{ to } Q \ 3}{B \text{ to } Q \ 3}$, Black replies with 5 $\frac{Kt \text{ to } Q \ B \ 4}{Kt \text{ to } Q \ B \ 4}$, or perhaps better still with 5 $\frac{Q \text{ to } K \ 2}{Q \text{ to } K \ 2}$.

4 Kt to K B third

Instead of retreating the Knight, White may obtain a brilliant attack by 4 $\frac{Kt \text{ takes } B \ P}{Kt \text{ takes } B \ P}$, as suggested by Mr. COCHRANE, but the

sacrifice is not theoretically sound. The following appears to yield a satisfactory defence :—

4 $\frac{\text{Kt takes B P}}{\text{K takes Kt}}$ 5 $\frac{\text{B to B 4 ch}}{\text{P to Q 4 best}}$ 6 $\frac{\text{B to Q Kt 3}}{\text{B to K Kt 5}}$

(Black's 6th move is, we think, stronger than either 6 Q to K sq or 6 B to K 3 as recommended respectively by the authors of the *Chess Praxis* and the *Theorie und Praxis*.)

7 $\frac{\text{P to K B 3}}{\text{B to K 3}}$ and Black has no equivalent for the piece he has lost. In the above variation, White instead of playing 6 B to Q Kt 3 would probably do better to take Pawn with Pawn, which would leave him with three Pawns against a piece, but in any case the position is decidedly in Black's favour.

4 Kt takes K P

5 P to Q fourth

This is unquestionably White's best move. If he play instead 5 $\frac{\text{Kt to Q B 3}}{\text{Kt takes Kt}}$, then follows 5 $\frac{\text{Q P takes Kt}}{\text{B to K 2}}$ and the first player has no adequate advantage for the Pawn he has sacrificed. Similarly, if he play 5 $\frac{\text{P to Q 3}}{\text{P to Q 4}}$ the continuation would be 5 $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$ 6 $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ and the position is identical with a leading form of the French Opening which is more favourable to the second player than the PETROFF Defence, owing to the Knight being better posted at King's Bishop's third than at King's fifth square.

5 P to Q fourth

6 B to Q third

6 B to Q third

Black's sixth move is condemned by all the modern authorities, who unanimously pronounce in favour of 6 B to K 2 . I must confess I fail to recognise the marked superiority of the latter line of play. On the contrary, it appears to me that, if the defence be properly conducted, the Black Bishop will be found to occupy a more advantageous position at Queen's third than at King's second square, which, so far as my examination goes, is the whole gist of the question.

7 Castles

7 Castles

8 P to Q B fourth

8 Kt to K B third best

And White has gained a move. The position, in fact, is identical

with a leading form of the French game, with the exception that the first player in the example under notice is a move in advance.

Black's eighth move is the best at his command. 8 P to Q B 3 is obviously inferior, and if he play 8 B to K 3 the following is probable:—

8 B to K 3	9 Q to Q B 2 P to K B 4	10 Q to Q Kt 3 P takes P	11 Q takes Kt P P to Q B 3
12 B takes Kt B P takes B	13 Kt to Kt 5 B to B 4	14 Kt to Q B 3 Q to Q 2	15 Q takes Q Kt takes Q
16 K Kt takes K P B to Q B 2	17 R to K sq	with the better game.	

The above formed the opening moves in the memorable *partie* by correspondence between the Clubs of Pesth and Paris.

The foregoing variations hinge upon Black's playing 6 B to Q 3 . Let us compare the consequences of the alleged veritable line of defence springing from 6 B to K 2 , the introduction of which is claimed by Herr Max Lange. (*Schachpartien*, No. 14, p 37.)

	6 B to K second
7 Castles	7 Castles
8 P to Q B fourth	8 Kt to K B third

These moves constitute, according to the authors of *Theorie und Praxis*, Black's best line of defence, and yet it will be seen that the position is identical with the variation previously examined, with the exception that in the one case Black's King's Bishop is posted at Queen's third, and in the other at King's second square. Wherein then lies the alleged superiority of 6 B to K 2 ?

CHAPTER IV.

THE GIUOCO PIANO.

GAME I.

- 1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ 2 $\frac{Kt \text{ to } KB 3}{Kt \text{ to } QB 3}$ 3 $\frac{B \text{ to } QB 4}{B \text{ to } QB 4}$ 4 $\frac{P \text{ to } QB 3}{Kt \text{ to } KB 3}$ 5 $\frac{P \text{ to } Q 4}{P \text{ takes } P}$ 6 $\frac{P \text{ to } K 5}{}$

GAME II.

- 6 $\frac{P \text{ takes } P}{}$

GAME III.

- 1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ 2 $\frac{Kt \text{ to } KB 3}{Kt \text{ to } QB 3}$ 3 $\frac{B \text{ to } QB 4}{B \text{ to } QB 4}$ 4 $\frac{\text{Castles}}{Kt \text{ to } KB 3}$ 5 $\frac{P \text{ to } Q 4}{P \text{ takes } P}$

GAME IV.

- 5 $\frac{B \text{ takes } P}{}$

This *début*—so called from the dull and cautiously-developed form of game to which it usually gives rise—received considerable attention at the hands of the early writers on Chess, more especially the great Italian masters; but the labours of the latter are comparatively valueless to the modern student, owing to the peculiar method of castling prevalent in Italy. Until within the last few years the Giuoco Piano was in high favour with all classes of players, but latterly it has somewhat declined in popularity, and an opinion appears to be growing up that in most forms of the Opening the second player ought to have a slight advantage.

GAME I.

WHITE.

- 1 P to K fourth
2 Kt to K B third
3 B to Q B fourth
4 P to Q B third

BLACK.

- 1 P to K fourth
2 Kt to Q B third
3 B to Q B fourth

For 4 astl es see Games III. and IV. In addition to the above moves White may also play 4 P to Q 3 and 4 Kt to Q B 3, *e.g.*—

Firstly—4 P to Q 3 5 P to Q B 3 (if 5 B to K Kt 5
6 Q to Q Kt 3) 6 P to KR 3 7 Castles 8 B to Q Kt 3, &c., even
game.

Secondly—4 Kt to Q B 3 5 P to Q 3 6 Kt to K 2, &c.

4 Kt to K B third

Black may also play 4 P to Q 3 and 4 Q to K 2, *e.g.*—

Firstly—4 P to Q 3 5 P to Q 4 6 P takes P 7 Kt to Q B 3, &c.

If instead of retiring the Bishop at move 6, he play 6 B to Q Kt 5 then 7 K to B sq 8 Q to Q R 4 9 P takes B 10 B to Q Kt 5 11 K to Kt 2, and wins a piece. (See STAUNTON'S *Handbook*, p 112).

Secondly—4 Q to K 2 5 P to Q 4 (if 5 P takes P 6 Castles)
6 P takes K P 7 Kt takes Kt 8 Castles with a good game.

5 P to Q fourth

5 P takes P

White may also Castle at this point without disadvantage. In either case Black's best reply is apparently 5 Castles or 5 P to Q 3. If instead of either of these moves he venture to play 5 Kt takes K P, the first player obtains the superior game by 6 B to Q 5. If he play 6 P to Q 4, Black also rejoins with 6 P to Q 4.

6 P to K fifth

JAENISCH and all the leading German authorities unanimously condemn this move, as being decidedly inferior to 6 P takes P, an opinion in which we fully concur. We are at a loss indeed to understand how 6 P to K 5 could ever have attained such high favour among our best players. It seems to us to forfeit the advantage of the move—a noteworthy feature, by the way, of many phases of the Giuoco Piano—and to transfer the attack at once into the hands of the second player. (For 6 P takes P, see Game II.)

6 P to Q fourth

This is Black's best reply, but he may also play 6 Kt to K 5, *e.g.*—

6 $\overline{\text{Kt to K 5}}$ 7 $\overline{\text{B to Q 5}}$ 8 $\overline{\text{K takes Kt}}$ 9 $\overline{\text{K to Kt 3 beat}}$
 $\overline{\text{P takes K B P}}$ $\overline{\text{P takes P dis ch}}$ $\overline{\text{P takes P}}$
 10 $\overline{\text{Q B takes P}}$ 11 $\overline{\text{Q to B 2}}$ 12 $\overline{\text{B to K 4}}$ 13 $\overline{\text{Q Kt to Q 2}}$ 14 $\overline{\text{Q R to Q sq}}$
 $\overline{\text{Kt to K 2}}$ $\overline{\text{P to Q 3}}$ $\overline{\text{Kt to Kt 3}}$ $\overline{\text{P to Q B 3}}$

with the better game.

7 B to Q Kt fifth, best

If he play 7 $\overline{\text{B to Q Kt 3}}$ Black's best rejoinder is 7 $\overline{\text{B to Q Kt 5 ch.}}$. Instead of retreating the Bishop however, White may play 7 $\overline{\text{P takes Kt}}$ or 7 $\overline{\text{P to Q Kt 4}}$, but in either case the result would be in his disfavour, e.g.—

Firstly—7 $\overline{\text{P takes Kt}}$ 8 $\overline{\text{P takes Kt P}}$ 9 $\overline{\text{B to K Kt 5}}$ 10 $\overline{\text{Q to K 2 ch}}$
 $\overline{\text{P takes B}}$ $\overline{\text{R to Kt sq}}$ $\overline{\text{P to K B 3}}$ $\overline{\text{Q to K 2}}$
 11 $\overline{\text{B takes P}}$ 12 $\overline{\text{K takes Q}}$ 13 $\overline{\text{K to Q sq}}$ with a manifest
 $\overline{\text{Q takes Q ch}}$ $\overline{\text{P to Q 6 ch}}$ $\overline{\text{B to K Kt 5}}$ advantage.

Secondly—7 $\overline{\text{P to Q Kt 4}}$ 8 $\overline{\text{P takes B}}$ 9 $\overline{\text{P takes P}}$ 10 $\overline{\text{B to K 3}}$
 $\overline{\text{Kt to K 5}}$ $\overline{\text{P takes B}}$ $\overline{\text{B to K Kt 5}}$ $\overline{\text{Q to Q 4}}$
 11 $\overline{\text{P to K R 3}}$ 12 $\overline{\text{P to K Kt 4}}$ and the authors of *Theorie und Praxis*,
 $\overline{\text{B to R 4}}$ $\overline{\text{B to Kt 3}}$ from which we extract the above variation, dismiss the game in favour of Black.

7 Kt to K fifth

8 P takes P

8 B to Q Kt third best

If 8 $\overline{\text{B to Kt 5 ch}}$ 9 $\overline{\text{B to Q 2}}$ 10 $\overline{\text{Q Kt takes Kt}}$ 11 $\overline{\text{B takes Kt}}$
 $\overline{\text{Kt takes B}}$ $\overline{\text{Castles}}$ $\overline{\text{P takes B}}$
 12 $\overline{\text{Castles}}$ $\overline{\text{P to Q B 4}}$, and White is said to have the better opening; but this, I think, is questionable.

9 B takes Kt ch

Nearly all the authorities agree in recommending White to take off the Queen's Knight at this or the preceding move. Mr. Staunton however observes (*Chess Praxis*, p 112):—

"A very able player has remarked to me that he thinks the fault in the ordinary opening lies, not in advancing the P to K 5, but in the premature capture of the Knight for the sake of doubling Black's Pawns, and he proposes to shape the *début* in this fashion:—

"9 Q Kt to Q B third

"Subsequently castling, getting the Queen to her Knight's third, and compelling Black to take Queen's Knight with Knight."

Another advantage springing from playing out the Queen's Knight at the ninth move, instead of capturing the Knight with Bishop, is that it nullifies to a great extent Black's reply of
 P to K B 4, e.g.—9 $\overline{\text{Kt to Q B 3}}$ 10 $\overline{\text{Q to Q R 4}}$, and Black must
 $\overline{\text{P to K B 4}}$ $\overline{\text{P to K B 4}}$

either submit to the loss of a Pawn, by 10 Castles, or compromise his game by playing 10 Q to Q 2. If he play, in lieu of either of these moves, 10 B to Q 2, White obtains an immediate advantage by 11 P to K 6.

9 P takes Kt

10 Kt to Q B third

If 10 Castles
B to K Kt 5 11 B to K 3
Castles with a somewhat better game, Black might also have played 10 P to K B 4, but we are not satisfied that it is superior to the move in the text.

10 P to K B fourth

We are inclined to think that the force of this move has been overrated. The old reply of 10 P to Q B 4 seems equally advantageous for Black, *e.g.*—

10 P to Q B 4 11 P takes P
Kt takes Kt 12 P takes Kt
B takes P 13 Kt to Q 4
Castles 14 Castles.
B to Q Kt 3
And the German *Handbuch* dismisses the game as even. We should, however, be inclined to take the second player's position for choice. Black might also play 10 Castles without danger.

11 P takes P *en pass*.

This is the "regulation move," but we are by no means satisfied that it is the best at White's disposal. 11 Q to Q R 4 certainly looks more to the purpose.

11 Q takes P

12 Kt takes Kt

12 P takes Kt

13 Kt to K fifth

13 Castles

14 B to K third

and the game is somewhat in Black's favour.

Instead of 14 B to K 3 we recommended, in our former edition, 14 Castles as tending to equalize the game—an opinion we no longer entertain. The following continuation is probable :—

14 Castles

14 B to Q R third

15 Kt to Q seventh

15 Q to Q third

If 15 Q takes Q P 16 Kt takes R
B takes R 17 Q takes Q
B takes Q 18 Kt to K 6, and wins.

16 Kt takes B

16 B P takes Kt

17 R to K sq

and we prefer Black's game.

GAME II.

WHITE.

- 1 P to K fourth
- 2 Kt^a to K B third
- 3 B to Q B fourth
- 4 P to Q B third
- 5 P to Q fourth
- 6 P takes P

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 Kt to K B third
- 5 P takes P

White might also play, as suggested by JAENISCH—6 $\frac{B \text{ to } K \text{ Kt } 5}{P \text{ to } K \text{ R } 3}$
 7 $\frac{B \text{ takes } Kt}{Q \text{ takes } B}$ 8 $\frac{P \text{ to } K 5}{Q \text{ to } K \text{ Kt } 3}$ 9 $\frac{\text{Castles}}{P \text{ takes } P}$ 10 $\frac{Kt \text{ takes } P}{\text{Castles}}$ Even game.

6 B to Q Kt fifth ch

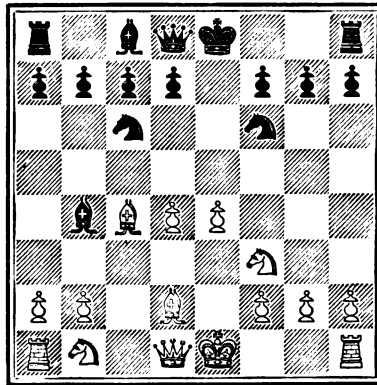
Most of the authorities are unanimous in pronouncing the check to be Black's best move, but he may also play 6 $\frac{B \text{ to } Q \text{ Kt } 3}{}$, to which White may advantageously reply with 7 $\frac{P \text{ to } Q 5}{}$ or 7 $\frac{\text{Castles}}{\text{Castles}}$.

7 B to Q second

If 7 $\frac{Kt \text{ to } Q B 3}{}$ 7 $\frac{Kt \text{ takes } K P}{}$ 8 $\frac{\text{Castles}}{\text{Castles}}$, &c. In reply to 7 $\frac{B \text{ to } Q 3}{}$ Black has the choice of two lines of action, viz.—

7 $\frac{(1)}{B \text{ takes } B \text{ ch}}$ and 7 $\frac{(2)}{Kt \text{ takes } K P}$, *e.g.*—

BLACK.



WHITE.

Position after White's seventh move.

In the first place :—

8 Q Kt takes B

7 B takes B ch

8 P to Q fourth

Black's eighth move has the sanction of all the "books," but we question whether it is in reality superior to the tamer defence of 8 P to Q 3.

9 P takes P

9 K Kt takes P

10 Q to Q Kt third

10 Q Kt to K second

11 Castles K R

11 Castles

12 K R to K sq

12 P to Q B third

and the *Handbuch* pronounces it to be an even game, but we fancy that most players would prefer White's position.

In the second place :—

8 B takes B

7 Kt takes K P

8 Kt takes B

9 B takes K B P ch

9 K takes B

10 Q to Kt third ch

10 P to Q fourth

11 Q takes Kt

This is now considered stronger than 11 Kt to K 5 ch. In the latter case the following is probable :—

11 Kt to K 5 ch
K to K 3 best

12 Q takes Kt
P to Q B 4

13 Q to Q R 4 best
P takes P

14 Kt to K B 3
R to K sq

and Black has a winning position.

12 Castles

11 R to K sq

12 P to Q B third

13 Kt to Q B third

13 Kt to K B third

14 Q R to K sq

14 Q to Q Kt third

Even game.

GAME III.

WHITE.

1 P to K fourth

2 Kt to K B third

3 B to Q B fourth

4 Castles

BLACK.

1 P to K fourth

2 Kt to Q B third

3 B to Q B fourth

4 Kt to K B third

The authorities are unanimous in recommending 4 $\overline{\text{Kt to KB3}}$ as Black's best move; but, for our own part, we confess we fail to recognise its superiority over 4 $\overline{\text{P to Q3}}$. The latter line of play, at any rate, possesses the merit of avoiding the embarrassing attack arising from 5 $\overline{\text{P to Q4}}$.

5 P to Q fourth

This move constitutes Max Lange's attack. Black has two available replies, viz.—

5 $\frac{(1)}{\text{P takes P}}$ and 5 $\frac{(2)}{\text{B takes QP}}$

If, instead of either of these moves, he play 5 $\overline{\text{Kt takes QP}}$, White regains the Pawn immediately, with a superior position, by 6 $\overline{\text{Kt takes KP}}$.

5 P takes P

The German *Handbuch* and English *Praxis* give this as Black's best reply. The authors of *Theorie und Praxis*, on the other hand, prefer 5 $\overline{\text{B takes P}}$; for the consequences of which, see Game IV.

6 P to K fifth

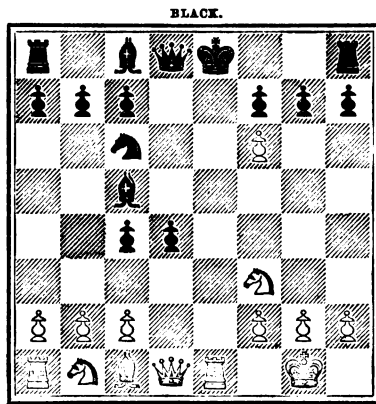
6 P to Q fourth

7 P takes Kt

If 7 $\frac{\text{B to Q Kt 5}}{\text{Kt to K 5}}$ 8 $\frac{\text{Kt takes QP}}{\text{B takes Kt}}$ 9 $\frac{\text{Q takes B}}{\text{Castles}}$ 10 $\frac{\text{B takes Kt}}{\text{P takes B}}$ 11 $\frac{\text{P to KB3}}{\text{Kt to Kt4}}$
 12 $\frac{\text{P to KB4}}{\text{Kt to K5}}$ 13 $\frac{\text{Q to QR4}}{\text{P to QB4}}$ Even Game.

7 P takes B

8 R to K sq ch



Position after White's eighth move.

This is preferable to taking Pawn with Pawn, *e.g.*—

- 8 $\frac{P \text{ takes } P}{R \text{ to } Kt \text{ sq}}$ 9 $\frac{B \text{ to } K \text{ Kt } 5}{B \text{ to } K 3}$ 10 $\frac{B \text{ takes } B}{K \text{ takes } B}$ 11 $\frac{R \text{ to } K \text{ sq ch}}{B \text{ to } K 3}$ 12 $\frac{Kt \text{ to } Kt 5}{R \text{ takes } P}$
 13 $\frac{Q \text{ to } R 5}{Q \text{ to } Q 4}$ &c.

8 K to B sq, best

He may also play, but with less advantage, 8 $\frac{B \text{ to } K 3}$, which we shall touch upon anon.

9 P takes P ch

If 9 $\frac{B \text{ to } K \text{ Kt } 5}{P \text{ takes } P}$ 10 $\frac{B \text{ to } R 6 \text{ ch}}{K \text{ to } Kt \text{ sq}}$ 11 $\frac{Kt \text{ to } Q \text{ B } 3}{B \text{ to } K \text{ B } 4}$ 12 $\frac{Kt \text{ to } K 4}{B \text{ to } K \text{ B sq best}}$
 and Black's three Pawns are more than an equivalent for his constrained position.

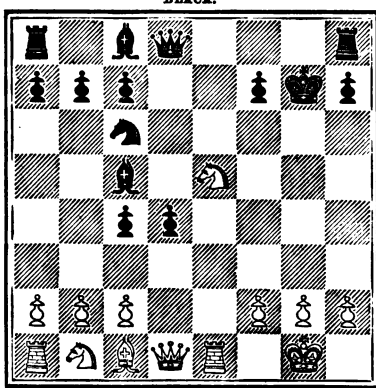
9 K takes P

10 Kt to K fifth

This is preferable to 10 $\frac{Kt \text{ to } K \text{ Kt } 5}{B \text{ to } K \text{ sq}}$, *e.g.*—10 $\frac{Kt \text{ to } K \text{ Kt } 5}{B \text{ to } K \text{ sq}}$ 11 $\frac{R \text{ takes } R}{Q \text{ takes } R}$
 12 $\frac{Kt \text{ takes } R \text{ P}}{B \text{ to } K \text{ B } 4}$ 13 $\frac{Kt \text{ to } K \text{ Kt } 5}{B \text{ takes } Q \text{ B } P}$, and the position is in Black's favour.

In answer to 10 $\frac{Kt \text{ to } K 5}$, Black has two feasible replies, viz.—

10 $\frac{(1)}{R \text{ to } K \text{ sq}}$ and 10 $\frac{(2)}{Kt \text{ takes } Kt}$



Position after White's tenth move.

In the first place :—

10 R to K sq

11 B to K R sixth ch

11 K to Kt sq

And White's attack seems almost exhausted. If he now play

12 $\overline{Q \text{ to } KB3}$, then follows 12 $\overline{Kt \text{ takes } Kt}$ 13 $\overline{R \text{ takes } Kt}$ 14 $\overline{Q \text{ to } Kt3 \text{ ch}}$, &c.
 If 12 $\overline{Kt \text{ takes } QB P}$, then 12 $\overline{B \text{ to } K3}$, and if 12 $\overline{Q \text{ to } R5}$ 12 $\overline{Q \text{ to } KB3}$,
 leaving Black in each case with the better game. His best move
 apparently is 12 $\overline{Kt \text{ takes } Kt}$, in which case the following is a probable
 continuation :—

12 Kt takes Kt

12 P takes Kt

If 12 $\overline{R \text{ takes } R \text{ ch}}$ 13 $\overline{Q \text{ takes } R}$ 14 $\overline{Q \text{ to } K5}$ 15 $\overline{B \text{ takes } B}$ 16 $\overline{Kt \text{ to } Q2}$, and
 the game is perhaps slightly in White's favour.

13 R takes R ch

13 Q takes R

14 Kt to Q second

At this point the authors of *Theorie und Praxis* dismiss the
 Opening without comment. The following is a probable con-
 tinuation :—

14 Q to K third

15 Q to R fifth

15 Q to K B fourth

16 Q to R fourth best

16 B to K third

17 Kt to K fourth

17 B to Q Kt third

And White has still some attack ; but Black has a Pawn more, and
 a strong position.

In the second place :—

10 Kt takes Kt

In the opinion of the authors of *Theorie und Praxis* this move
 constitutes Black's best defence, albeit the line of play they suggest
 scarcely establishes this conclusion. Mr. Staunton (*Praxis*, pp
 115-16) has shown clearly that 10 $\overline{B \text{ to } K3}$ is untenable : *e.g.*—

10 $\overline{B \text{ to } K3}$ 11 $\overline{Q \text{ to } R5}$ 12 $\overline{Kt \text{ to } K Kt4}$ 13 $\overline{B \text{ takes } R P \text{ ch}}$ 14 $\overline{R \text{ takes } B}$
 $\overline{B \text{ to } KBsq}$ $\overline{P \text{ to } KR3}$ $\overline{K \text{ to } Kt sq}$
 and wins.

11 R takes Kt

11 B to Q third

We consider this to be Black's best reply. Messrs. Schule and
 Neumann, on the other hand, make him play 11 $\overline{B \text{ to } K2}$, and
 continue 12 $\overline{R \text{ to } K4}$ 13 $\overline{Kt \text{ to } QR3}$ 14 $\overline{R \text{ to } K Kt4 \text{ ch}}$ 15 $\overline{B \text{ to } R6 \text{ ch}}$
 $\overline{P \text{ to } QB4}$ $\overline{B \text{ to } K3}$ $\overline{K \text{ to } Bsq \text{ best}}$ $\overline{K \text{ to } Ksq}$
 16 $\overline{R \text{ to } K4}$ and Black is said to have the better game. This is
 $\overline{Q \text{ to } Q4}$

unquestionably true, so far as it goes ; but has the first player made the most of his attack ? For example, instead of 12 $\overline{R \text{ to } K 4}$, why should he not play 12 $\overline{Q \text{ to } K R 5}$? In reply to this move, Black has several methods of defence, but none of them seem altogether satisfactory : *e.g.*—

Firstly—12 $\overline{B \text{ to } K 3}$ 13 $\overline{B \text{ to } R 6 \text{ ch}}$ 14 $\overline{R \text{ takes } B}$ 15 $\overline{Q \text{ to } Kt 4 \text{ ch}}$
16 $\overline{Q \text{ to } Kt 7 \text{ ch}}$ and wins.

Secondly—12 $\overline{B \text{ to } K B 3}$ 13 $\overline{Q \text{ to } R 6 \text{ ch}}$ 14 $\overline{B \text{ to } K Kt 5}$ 15 $\overline{B \text{ takes } Q}$
16 $\overline{B \text{ to } B 6}$, and should win.

Thirdly—12 $\overline{Q \text{ to } Q 3}$ 13 $\overline{B \text{ to } K B 4}$ 14 $\overline{Kt \text{ to } Q 2}$

White clearly would lose were he to attempt to win the Queen instead of bringing out his Queen's Knight. After this *sortie* of the Knight, it is not easy to see how Black is to escape without loss. If he now play 14 $\overline{Q \text{ to } K Kt 3}$, White takes Queen with Queen, and then plays 16 $\overline{Q R \text{ to } K sq}$. If he play 14 $\overline{Q \text{ to } K B 3}$, White wins apparently by 15 $\overline{R \text{ to } Kt 5 \text{ ch}}$. Again, if he play 14 $\overline{Q \text{ to } Q B 3}$, then follows—15 $\overline{Q R \text{ to } K sq}$ 16 $\overline{Q \text{ to } R 6 \text{ ch}}$ 17 $\overline{R \text{ to } K R 5}$ and wins.

Fourthly—12 $\overline{R \text{ to } K sq}$ 13 $\overline{Q \text{ to } R 6 \text{ ch}}$ 14 $\overline{R \text{ to } R 5}$, and should win.

Finally—12 $\overline{P \text{ to } K R 3}$ 13 $\overline{R \text{ to } Q 5}$ 14 $\overline{R \text{ takes } Q P}$, &c.

To resume our original theme :—

12 $\overline{R \text{ to } K Kt \text{ fifth ch}}$

12 $\overline{K \text{ to } B sq}$

If 12 $\overline{R \text{ to } K 4}$ 13 $\overline{Q \text{ to } R 5}$ 14 $\overline{B \text{ to } K Kt 5}$ (If 14 $\overline{P \text{ to } Q R 3}$) 15 $\overline{Q \text{ to } R 4}$
 $\overline{P \text{ to } Q B 4}$ $\overline{Q \text{ to } K B 3}$ $\overline{Q \text{ to } K Kt 3}$ $\overline{B \text{ to } K B 4}$
and Black has a fine game.

13 $\overline{Q \text{ to } K R \text{ fifth}}$

13 $\overline{Q \text{ to } K \text{ second}}$

If he play 13 $\overline{Q \text{ to } K B 3}$, White can rejoin advantageously with 14 $\overline{Kt \text{ to } Q 2}$

14 $\overline{K \text{ to } B sq}$

14 $\overline{B \text{ to } Q 2}$ would be obviously bad for White ; as it would prevent the Queen's Knight being brought advantageously into play. If he play 14 $\overline{Q \text{ to } K R 6 \text{ ch}}$, then follows—14 $\overline{K \text{ to } K sq}$ 15 $\overline{K \text{ to } B sq}$ $\overline{Q \text{ to } K 5 \text{ best}}$ and Black has the better position.

14 $\overline{P \text{ to } Q \text{ sixth}}$

And Black has a Pawn *plus*, with at least an equal position. It is worthy of remark that if, in lieu of the move in the text, Black had played 14 $\overline{B \text{ to } K 3}$, White would have won a Pawn by 15 $\overline{Q \text{ to } R 6 \text{ ch}}$ and 16 $\overline{Q \text{ to } Kt 7}$. Similarly, if he had played 14 $\overline{P \text{ to } K R 3}$ White might have rejoined with 15 $\overline{R \text{ to } Q 5}$, &c.

We will now examine the consequences of Black's playing 8 $\overline{B \text{ to } K 3}$ instead of 8 $\overline{K \text{ to } B \text{ sq}}$, as in the foregoing variation:—(See Diagram page 23.)

	8 B to K third
9 Kt to K Kt fifth	9 Q to Q fourth, best
If 9 $\overline{\text{Castles}}$, White wins a piece by 10 $\overline{Q \text{ to } K R 5}$, &c.	
10 Kt to Q B third	10 Q to K B fourth
11 P to K Kt fourth	11 Q to K Kt third, best
If 11 $\overline{Q \text{ takes P at B 6}}$ 12 $\overline{Kt \text{ to } Q 5}$ 13 $\overline{R \text{ takes B ch}}$ 14 $\overline{Kt \text{ takes K P}}$, &c.	
12 Q Kt to K fourth	12 B to Q Kt third
13 P to K B fourth	

If 13 $\overline{Kt \text{ takes B}}$ 14 $\overline{P \text{ to B 7 ch}}$ with the better game. In this last variation it is worthy of remark that if Black, in lieu of 14 $\overline{K \text{ to } B \text{ sq}}$, had taken the Pawn with either King or Queen, White would have won by 15 $\overline{Kt \text{ to } K Kt 5}$.

	13 Castles Q R
14 P to K B fifth	14 B takes P
15 P takes B	15 Q takes P

And Black should win.

The above form of attack also occurs in the Scotch Gambit and Two Knights' game, where it is brought about by—1 $\overline{P \text{ to } K 4}$

2 $\overline{Kt \text{ to } K B 3}$	3 $\overline{P \text{ to } Q 4}$	4 $\overline{B \text{ to } Q B 4}$	5 $\overline{\text{Castles}}$	
$\overline{Kt \text{ to } Q B 3}$	$\overline{P \text{ takes P}}$	$\overline{Kt \text{ to } K B 3}$	$\overline{B \text{ to } Q B 4}$	&c.; and
1 $\overline{P \text{ to } K 4}$	2 $\overline{Kt \text{ to } K B 3}$	3 $\overline{B \text{ to } Q B 4}$	4 $\overline{P \text{ to } Q 4}$	5 $\overline{\text{Castles}}$
$\overline{P \text{ to } K 4}$	$\overline{Kt \text{ to } Q B 3}$	$\overline{Kt \text{ to } K B 3}$	$\overline{P \text{ takes P}}$	$\overline{B \text{ to } Q B 4}$, &c.

GAME IV.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 Castles
- 5 P to Q fourth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 Kt to K B third
- 5 B takes Q P

We agree with the authors of *Theorie und Praxis* in considering 5 $\overline{B \text{ takes } Q P}$ preferable to 5 $\overline{P \text{ takes } Q P}$. It certainly possesses the merit of simplifying the defence.

6 Kt takes B

6 Kt takes Kt, best

If 6 $\overline{P \text{ takes } Kt}$ 7 $\overline{P \text{ to } K 5}$ 8 $\overline{P \text{ takes } Kt}$ 9 $\overline{P \text{ takes } Kt P}$ 10 $\overline{Q \text{ to } R 5}$
 $\overline{P \text{ to } Q 4}$ $\overline{P \text{ takes } B}$ $\overline{R \text{ to } Kt sq}$ $\overline{Q \text{ to } K B 3}$
 11 $\overline{R \text{ to } K sq \text{ ch}}$ 12 $\overline{B \text{ to } K Kt 5}$ 13 $\overline{Q \text{ takes } Q}$ 14 $\overline{B \text{ to } B 6}$, with the
 $\overline{B \text{ to } K 3}$ $\overline{Q \text{ to } K Kt 3}$ $\overline{R P \text{ takes } Q}$

superior position.

7 P to K B fourth

7 P to Q third

If 7 $\overline{Kt \text{ to } Q B 3}$ 8 $\overline{B \text{ takes } P \text{ ch}}$ 9 $\overline{P \text{ takes } P}$ 10 $\overline{Q \text{ to } R 5 \text{ ch}}$, &c.
 $\overline{Kt \text{ takes } B}$ $\overline{Kt \text{ takes } P}$

8 P takes P

8 P takes P

9 B to K Kt fifth

9 B to K third

This is Black's best reply, but he may also play 9 $\overline{Q \text{ to } K 3}$ without any disadvantage. If he venture on 9 $\overline{B \text{ to } K Kt 5}$, then follows:—

10 $\overline{B \text{ takes } B P \text{ ch}}$ 11 $\overline{Q \text{ takes } B}$ 12 $\overline{Kt \text{ to } Q B 3}$ 13 $\overline{Kt \text{ to } Q 5}$, &c.
 $\overline{K \text{ takes } B}$ $\overline{Kt \text{ takes } Q B P}$ $\overline{Kt \text{ takes } R}$

10 B takes Kt

10 P takes B

11 B takes B

11 Kt takes B

12 Kt to Q B third

12 P to Q B third

13 Q takes Q ch

13 R takes Q

14 R takes B P

14 R to Q seventh, best

15 R to K B second

15 R takes R

16 K takes R

16 Kt to Q fifth

17 R to Q B sq

17 R to Kt sq

The above moves, which are apparently the best on each side, occurred in a *partie* between Messrs. Kolisch and Anderssen. At this point Black has, perhaps, a trifling advantage in position, but with the best play the game ought perhaps to be drawn.

CHAPTER V.

THE KNIGHT'S GAME OF RUY LOPEZ.

FEW Openings have received more general attention, or attained a higher degree of popularity within the last few years, than the "RUY LOPEZ," or, as it is sometimes termed, the "Spanish Game."*

At one time an impression prevailed that the attack, if not absolutely irresistible, admitted of no perfectly satisfactory defence, and even now many of the best players of the day are of opinion that though, theoretically, the result ought to be an equal Game, in actual play the second player is almost invariably subjected to a trifling disadvantage, through having a double Pawn on the Queen's Bishop's file. In addition to this, the RUY LOPEZ attack, as Mr. GEORGE WALKER quaintly remarks, "opens a chapter of chances in general," but, as a rule, the chances are on the side of the first player; hence doubtless the secret of the frequent adoption of the *début* in important Match Games.

GAME I.

WHITE.

1 P to K fourth
2 Kt to K B third
3 B to Q Kt fifth

BLACK.

1 P to K fourth
2 Kt to Q B third

* Notwithstanding the antiquity of the *début*, it seems to have been rarely adopted until within a comparatively recent period. In the large collection of Games contested between Mr. Staunton and all the leading players of the time, contained in the *Chess Player's Companion*, there is only a single example of the Opening. I believe that Mr. Bird, when a young player, was one of the first to call attention to its true merits.

This constitutes the RUY LOPEZ attack. Black has the choice of a variety of defences, viz.—

- $\left. \begin{array}{l} 3 \text{ P to Q R 3} \\ 3 \text{ Kt to K B 3} \end{array} \right\} \text{GAME I.}$
 $3 \text{ K Kt to K 2} \text{ GAME II.}$
 $3 \text{ B to Q B 4} \text{ GAME III.}$
 $3 \text{ P to Q 3} \text{ GAME IV.}$
 $3 \text{ Kt to Q 5} \text{ GAME V.}$
 $3 \text{ P to K B 4} \text{ GAME VI.}$

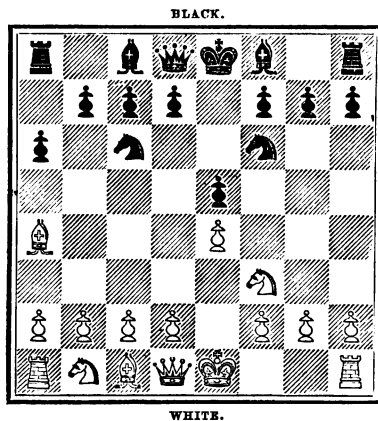
3 P to Q R third

Authorities differ as to the merits of this move and 3 Kt to K B 3 , but the weight of opinion is decidedly in favour of driving back the Bishop before bringing out the King's Knight. The consequences of the latter line of play will be briefly examined anon.

4 B to Q R fourth

4 Kt to K B third

The first player has now several feasible moves at his command, viz.—



Position after Black's fourth move.

5 Castles 5 P to Q 4 5 Kt to Q B 3 5 P to Q 3 and 5 Q to K 2, which we will take *seriatim*.

In the first place:—

5 Castles

5 B to K second

If 5 Kt takes K P 6 P to Q 4 7 B to Q Kt 3 8 P takes P
 P to Q Kt 4 P to Q 4 B to K 3

Black's eighth move is recommended by MAX LANGE; ANDERSEN prefers 8 $\overline{\text{Kt to K 2}}$ followed by 9 $\overline{\text{B to Q Kt 2}}$.

- | | |
|-----------------|--------------------|
| 6 P to Q fourth | 6 P takes P |
| 7 P to K fifth | 7 Kt to K fifth |
| 8 R to K sq | 8 Kt to Q B fourth |
| 9 B takes Kt | 9 Q P takes B |
| 10 Kt takes P | 10 Castles |

At this point the *Handbuch* dismisses the game as even. The best continuation appears to be—

- | | |
|--------------------|-----------------------|
| 11 Kt to Q B third | 11 Kt to K third best |
| 12 Kt to K B fifth | 12 B to K Kt fourth |

If Black play 12 $\overline{\text{B to Q B 4}}$, then follows 13 $\overline{\text{Q to K Kt 4}}$ $\overline{\text{P to K Kt 3}}$ 14 $\overline{\text{Kt to K 4}}$ $\overline{\text{K to R sq}}$ best and White has the advantage.

13 Q to K Kt fourth

If White play 13 $\overline{\text{B to K 3}}$, Black may rejoin with 13 $\overline{\text{Kt to K B 5}}$, and if White move 13 $\overline{\text{Q to K B 3}}$, Black takes Bishop with Bishop, and then plays 14 $\overline{\text{Kt to K Kt 4}}$.

- | |
|---------------------|
| 13 B takes B |
| 14 Q R takes B |
| 14 Q to K Kt fourth |
- Even game.

In the second place :—

5 P to Q fourth 5 Kt takes K P

If 5 $\overline{\text{P takes P}}$ 6 $\overline{\text{Castles}}$ $\overline{\text{B to K 3}}$ and we have the variation just examined.

Again, if 5 $\overline{\text{Kt takes Q P}}$ 6 $\overline{\text{Kt takes Kt}}$ $\overline{\text{P takes Kt}}$ 7 $\overline{\text{P to K 5}}$ $\overline{\text{Kt to K 5}}$ 8 $\overline{\text{Q takes P}}$ $\overline{\text{Kt to Q B 4}}$, &c.

6 Castles

White might also continue—6 $\overline{\text{Q to K 2}}$ $\overline{\text{P to K B 4}}$ 7 $\overline{\text{P to Q 5}}$ $\overline{\text{Kt to K 2}}$ 8 $\overline{\text{Kt takes K P}}$ $\overline{\text{Kt to Q B 4}}$ 9 $\overline{\text{B to Q Kt 3}}$, or 9 $\overline{\text{P to Q 6}}$, &c.

6 B to K second

Black might also play 6 $\overline{\text{P to Q Kt 4}}$ followed by 7 $\overline{\text{P to Q 4}}$, bringing about a position examined above.

- | | |
|------------------|-----------|
| 7 P takes P | 7 Castles |
| 8 P to Q B third | |

And White has the better developed game.

In the third place :—

- | | |
|-------------------|----------------|
| 5 Kt to Q B third | 5 P to Q third |
| 6 Castles | |

White may also play 6 $\overline{P \text{ to } Q^3}$ at this point, but 6 $\overline{P \text{ to } Q^4}$ would be clearly disastrous, e.g.—6 $\overline{P \text{ to } Q^4}$ 7 $\overline{B \text{ to } Kt^3}$ 8 $\overline{Kt \text{ takes } P}$ 9 $\overline{Q \text{ takes } Kt}$ $\overline{P \text{ to } Q^4}$, and Black wins a piece.

6 P to Q Kt fourth
7 B to Q Kt third
7 B to K second
8 P to Q third
8 Kt to Q R fourth

And Black will take off the King's Bishop, and remain with an even game. This Defence was originally propounded by Mr. WAYTE, who remarks—"With equal players I have found the defence perfectly satisfactory."

In the fourth place :—

5 P to Q third

In the opinion of Mr. ANDERSEN and, we believe, also of Mr. PAULSEN, this is the best move the first player can adopt. It is less showy, and not so immediately attacking as 5 $\overline{P \text{ to } Q^4}$ and 5 Castles, just examined, but requires some care in answering, and, even with the best defence, leaves Black with an isolated Queen's Rook's Pawn and a doubled Pawn on the Queen's Bishop's file.

5 P to Q third
6 B takes Kt ch
6 P takes B
7 P to K R third
7 P to K Kt third

This is now generally considered to be the best method of developing Black's game.

8 Kt to Q B third	8 B to Kt second
9 B to K third	9 R to Q Kt sq

Even game.

In the fifth place :—

5 Q to K second	5 P to Q Kt fourth
6 B to Q Kt third	6 B to Q B fourth
7 P to Q B third	7 Castles
8 P to Q third	8 P to Q third
9 B to K Kt fifth	9 B to K third
10 Q Kt to Q second	10 P to K R third
11 B to K R fourth	11 R to K sq
12 Castles K R	

And the game is about even.

The above variation is given in the *Handbuch*.

The foregoing variations hinge on Black's playing P to Q R third at his third move. We will now briefly consider the consequences of his bringing out the King's Knight to Bishop's third before attacking the Bishop.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q Kt fifth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 Kt to K B third

Black's third move has the sanction of the German *Handbuch*.

White has now two good replies, viz.—

4 ⁽¹⁾Castles and 4 ⁽²⁾P to Q 4

In the first place :—

- 4 Castles
- 5 R to K sq

- 4 Kt takes K P
- 5 Kt to Q third

The *Theorie und Praxis* gives 5 $\frac{P \text{ to } Q 4}{B \text{ to } K 2}$ 6 $\frac{R \text{ to } K sq}{Kt \text{ to } Q 3}$ with a good game. In the above, had White played 6 $\frac{P \text{ to } Q 5}{Kt \text{ to } Q 3}$, then 6 $\frac{Kt \text{ to } Q 3}{B \text{ to } R 4}$ 7 $\frac{B \text{ to } R 4}{P \text{ to } K 5}$ &c. The retreat of the Knight to Queen's third is now preferred to the old move of 5 $\frac{Kt \text{ to } K B 3}{Kt \text{ to } K B 3}$. In the latter case, the game would probably be continued :—5 $\frac{Kt \text{ to } K B 3}{Kt \text{ to } K B 3}$ 6 $\frac{P \text{ to } Q 4}{P \text{ to } K 5}$ 7 $\frac{P \text{ to } Q 5}{Kt \text{ to } K 2}$ 8 $\frac{Kt \text{ to } K Kt 5}{Kt \text{ to } K Kt 5}$, with a fine game.

6 B takes Kt

This capture is, we think, preferable to 6 $\frac{Kt \text{ takes } K P}{Kt \text{ takes } Kt}$, as given in the *Handbuch*, with the continuation—6 $\frac{Kt \text{ takes } Kt}{B \text{ to } K 2}$ 7 $\frac{B \text{ takes } Kt ch}{B \text{ to } K 2}$

8 $\frac{B \text{ to } R 4}{Castles}$ 9 $\frac{B \text{ to } Q Kt 3}{B \text{ to } K B 3}$ 10 $\frac{R \text{ to } K sq}{Kt \text{ to } K B 4}$. Even game.

- 6 Q P takes B
- 7 Kt takes K P
- 7 B to K second
- 8 P to Q fourth
- 8 Castles

And the positions are about equal.

In the second place :—

4 P to Q fourth

We prefer this move to 4 Castles as in the previous example. If White play 4 $\frac{P \text{ to } Q 3}{B \text{ to } Q B 4}$, the correct reply is 4 $\frac{B \text{ to } Q B 4}{B \text{ to } Q B 4}$.

4 Kt takes Q P

This is the usual move, but 4 $\overline{B \text{ to } K 2}$ or 4 $\overline{Kt \text{ takes } K P}$ appears to us far preferable. If he play 4 $\overline{P \text{ takes } P}$, White answers with 5 $\overline{P \text{ to } K 5}$ and 6 Castles, as in a previous variation, but with greater advantage, as Black is unable to gain time by attacking the Bishop at the proper moment by Kt to Q B fourth.

5 Kt takes Kt

5 P takes Kt

6 Q takes P

If 6 $\overline{P \text{ to } K 5}$ then 6 $\overline{P \text{ to } Q B 3}$ 7 Castles best $\overline{Kt \text{ to } Q 4}$ 8 $\overline{Q \text{ takes } P}$ $\overline{Kt \text{ to } Q B 2}$ 9 $\overline{B \text{ to } Q B 4}$ $\overline{P \text{ to } Q 4}$, and the *Handbuch* pronounces it an even game.

7 B to Q B fourth

6 P to Q B third

8 P takes P

7 P to Q fourth

9 Kt to Q B third

8 Kt takes P

With the better opening.

GAME II.

WHITE.

BLACK.

1 P to K fourth

1 P to K fourth

2 Kt to K B third

2 Kt to Q B third

3 B to Q Kt fifth

3 K Kt to K second

This defence was originally propounded by LUCENA (1495), and though condemned by most of the authorities is still frequently adopted by many of our best players.

White can now play—

4 ⁽¹⁾Castles 4 ⁽²⁾ $\overline{P \text{ to } Q B 3}$ or 4 ⁽³⁾ $\overline{P \text{ to } Q 4}$

In the first place :—

4 Castles

4 P to K Kt third

If 4 $\overline{P \text{ to } Q 3}$ 5 $\overline{P \text{ to } Q 4}$ 5 $\overline{P \text{ takes } P}$ 6 $\overline{Kt \text{ takes } P}$ $\overline{B \text{ to } Q 2}$, &c.

5 P to Q fourth

This is the move usually played at this point, but we prefer 5 $\overline{P \text{ to } Q 3}$, with the object of restraining the action of the adverse King's Bishop.

5 P takes P
6 Kt takes P 6 B to K Kt second

And Black has a safe game.

In the second place :—

4 P to Q B third 4 P to Q fourth

Black might play with at least equal advantage, 4 $\overline{P \text{ to } Q R 3}$, as advised by the *Handbuch*, e.g. — 4 $\overline{P \text{ to } Q R 3}$ 5 $\overline{B \text{ to } R 4}$ 6 $\overline{B \text{ to } Kt 3}$

7 $\overline{P \text{ takes } P}$
Kt takes P, &c.

5 Kt takes K P 5 P takes P
6 Q to Q R fourth 6 Q to Q fourth

And we have a well known position of the Queen's Bishop's Pawn Opening, which is brought about by—1 $\overline{P \text{ to } K 4}$ 2 $\overline{Kt \text{ to } KB 3}$ 3 $\overline{P \text{ to } QB 3}$
4 $\overline{B \text{ to } Q Kt 5}$ 5 $\overline{Kt \text{ takes } K P}$ 6 $\overline{Q \text{ to } QR 4}$ &c. For continuation, see pp 45-46.

In the third place :—

4 P to Q fourth

This is far superior to 4 $\overline{\text{Castles}}$ or 4 $\overline{P \text{ to } QB 3}$ just examined, as it effectually prevents the second player from developing his game by means of P to K Kt 3, and B to Kt 2.

5 P takes P 5 Kt takes Kt

If 5 $\overline{P \text{ to } K Kt 3}$, then 6 $\overline{Kt \text{ takes } Kt}$ (if 6 $\overline{Kt P \text{ takes } Kt}$ 7 $\overline{Q \text{ to } Q 4}$, &c.)
7 $\overline{Q \text{ takes } Q ch}$ 8 $\overline{B \text{ to } QB 4}$ 9 $\overline{Kt \text{ to } QB 3}$ with a manifestly better opening.
K takes Q K to K sq

6 Q takes Kt 6 Kt to Q B third
7 Q to Q fifth

White might also capture the Knight with Bishop with advantage.

7 B to K second
8 Kt to Q B third 8 B to K B third
9 B to Q second 9 Castles
10 Castles Q R

And the position is decidedly in White's favour.

The above were the opening moves of a game between Messrs. BLACKBURNE and STEINITZ.

GAME III.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q Kt fifth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth

This defence is very inferior to any of those previously examined.

- 4 P to Q B third

Black has now the choice of four lines of defence, which we will briefly dispose of, viz.—

- 4 $\overline{\text{K Kt to K 2}}$ 4 $\overline{\text{Q to K B 3}}$ 4 $\overline{\text{Q to K 2}}$ and 4 $\overline{\text{P to K B 4}}$

In the first place :—

- 5 Castles

- 4 K Kt to K second
- 5 Castles

Black may also play 5 $\overline{\text{Kt to K Kt 3}}$, or drive back the Bishop by 5 $\overline{\text{P to Q R 3}}$ before Castling

- 6 P to Q fourth
- 7 P takes P
- 8 P to Q fifth
- 9 P to Q sixth
- 10 B to K B fourth

- 6 P takes P
- 7 B to Q Kt third
- 8 Kt to Q Kt sq
- 9 P takes P

This is stronger than retaking the Pawn with Queen, as given in the *Handbuch*. In the latter case the following is probable :—

10 $\overline{\text{Q takes P}}$ 11 $\overline{\text{Q to Q R 3}}$ (if 11 $\overline{\text{Q to Q 3}}$ &c.) 12 $\overline{\text{R to Q sq}}$, and Black has no disadvantage.

- | | |
|--------------------|---------------------|
| | 10 B to Q B second |
| 11 Kt to Q B third | 11 P to Q R third |
| 12 B to R fourth | 12 P to Q Kt fourth |
| 13 B to Q Kt third | 13 B to Q Kt second |
| 14 B takes Q P | |

With a fine game.

In the second place :—

- | | |
|-----------------|--------------------|
| 5 Castles | 4 Q to K B third |
| 6 P to Q fourth | 5 K Kt to K second |
| | 6 P takes P |
- White might also play 5 P to K 5, &c.
- | | |
|--------------------|-------------------|
| 7 B to K Kt fifth | 7 Q to K Kt third |
| 8 B takes K Kt | 8 Kt takes B |
| 9 P takes P | 9 B to Kt third |
| 10 Kt to Q B third | |

With a good opening.

In the third place :—

- | | |
|-----------|------------------|
| 5 Castles | 4 Q to K second |
| | 5 P to K B third |
- Black's fifth move was first played by Mr. Boden against Mr. Morphy. If he play 5 Kt to K B 3 the continuation would be
- 6 P to Q 4 7 B to K Kt 5 8 B takes Kt 9 P to Q 5, &c.
 B to Kt 3 P to K B 3 P takes B

- | | |
|-------------------|-------------------|
| 6 P to Q fourth | 6 B to Q Kt third |
| 7 Kt to Q R third | 7 Kt to Q sq |

Instead of this move MAX LANGE suggests for Black 7 P to Q 3.

- | | |
|--------------------|--------------------|
| 8 Kt to Q B fourth | 8 Kt to K B second |
| 9 Kt to K third | 9 P to Q B third |
| 10 Kt to K B fifth | 10 Q to K B sq |

And White has much the better position. The above moves occurred in a game between Messrs. Morphy and Lowenthal.

In the fourth place :—

4 P to K B fourth

This move, though rarely played, furnishes, in our opinion, a tolerably safe defence.

- 5 B takes Kt
- If 5 Q to K 2 Black rejoins with 5 Kt to K B 3

- | | |
|----------------|------------------|
| 6 Kt takes K P | 5 Q P takes B |
| | 6 Q to K R fifth |

Black's sixth move is given in the *Handbuch*, but 6 Kt to K B 3 or 6 Q to K 2 seem to be, at least, equally good.

- | | |
|--------------------|--------------------|
| 7 Castles | 7 P takes P |
| 8 Q to Q Kt third | 8 Q to K second |
| 9 P to Q fourth | 9 B to Q Kt third |
| 10 B to K B fourth | 10 Kt to K B third |
| 11 Kt to Q second | 11 Q to K third |
| 12 Q R to K sq | 12 Q takes Q |
| 13 R P takes Q | 13 B to K B fourth |
| 14 P to K B third | |

And the *Handbuch* dismisses the opening as being in favour of the first player. The demonstration, however, seems scarcely conclusive.

GAME IV.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q Kt fifth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 P to Q third

This defence leads to a class of position closely resembling, and frequently identical with, those arising from Philidor's Defence to the King's Knight's game, and may be briefly disposed of.

- 4 P to Q fourth

- 4 P takes P

According to the authors of *Theorie und Praxis* it is better to take off the Knight at once, and then play P to Q fourth.

If 4 $\frac{B \text{ to } Q}{B \text{ to } Q}$ then 5 $\frac{P \text{ to } Q}{Kt \text{ to } Q}$ 6 $\frac{B \text{ to } Q}{B \text{ to } K}$ 7 $\frac{P \text{ to } Q}{P \text{ to } Q}$, and Black has a very cramped game.

- 5 Kt takes P

- 5 B to Q second

If 5 Q takes P, we have a leading form of Philidor's Defence.

- 6 B takes Kt

- 6 P takes B

- 7 P to K B fourth

With the better opened game.

GAME V.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q Kt fifth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 Kt to Q fifth

This is not a commendable defence, but it requires to be met with some care.

4 Kt takes Kt best

4 P takes Kt

5 P to Q third

White might also Castle at this point.

5 B to Q B fourth

6 Q to K R fifth

6 Q to K second

7 B to K Kt fifth

7 B to Q Kt fifth ch

8 P to Q B third

8 P takes P

9 P takes P

9 Q to Q B fourth

10 B to Q B fourth

With a much better opening, for if Black now play :—

10 P to K Kt third

11 Q to K B third

11 Q takes B

12 Q takes Q P ch

12 K to Q sq

13 P takes B

And White should win.

GAME VI.

WHITE.

1 P to K fourth

2 Kt to K B third

3 B to Q Kt fifth

BLACK.

1 P to K fourth

2 Kt to Q B third

3 P to K B fourth

This counter Gambit is not strictly sound, but it may be fairly ventured.

4 Q to K second

White may also play 4 $\frac{P \text{ takes } P}{P \text{ to K 5}}$, continuing—4 $\frac{Q \text{ to K 3}}{Q \text{ to K 2}}$

6 $\frac{B \text{ takes Kt}}{Q \text{ P takes B}}$ 7 $\frac{Kt \text{ to Q 4}}{P \text{ to Q B 4}}$ 8 $\frac{Kt \text{ to K 6}}{Kt \text{ to K B 3}}$ 9 $\frac{Kt \text{ to Q B 3}}{B \text{ takes Kt}}$ 10 $\frac{P \text{ takes B}}{Q \text{ takes P}}$ 11 $\frac{Q \text{ to Q Kt 5 ch}}{Q \text{ to Q B 3}}$ 12 $\frac{Q \text{ takes Q ch}}{P \text{ takes Q}}$ 13 $\frac{\text{Castles}}{\text{Castles}}$ 14 $\frac{R \text{ to K sq}}{R \text{ to K sq}}$, &c.

4 P takes P best

If 4 $\frac{Q \text{ to K 2}}{Q \text{ to K 2}}$ 5 $\frac{Kt \text{ to Q B 3}}{P \text{ to Q 3}}$ 6 $\frac{P \text{ to Q 4}}{P \text{ to Q 4}}$, &c.

If 4 $\frac{P \text{ to Q 3}}{P \text{ to Q 3}}$ 5 $\frac{P \text{ takes P}}{Q \text{ B takes P}}$ 6 $\frac{P \text{ to Q 4}}{P \text{ to Q 4}}$, &c.

5 B takes Kt

5 Q P takes B

6 Q takes P

6 B to Q third

7 Kt takes P

7 Q to K second

8 P to Q fourth

With the better game.

The foregoing variations are taken from the *Handbuch*.

CHAPTER VI.

THE QUEEN'S BISHOP'S PAWN OPENING IN THE KNIGHT'S GAME.

1 $\frac{P \text{ to } K4}{P \text{ to } K4}$ 2 $\frac{Kt \text{ to } KB3}{Kt \text{ to } QB3}$ 3 $\frac{P \text{ to } QB3}{P \text{ to } KB4}$ GAME I.

3 $\frac{P \text{ to } Q4}{P \text{ to } Q4}$ GAME II.

3 $\frac{Kt \text{ to } KB3}{Kt \text{ to } KB3}$ GAMES III. AND IV.

This interesting form of the King's Knight's game appears to have been altogether unknown to the earlier writers. The first notice we find of it is in PONZIANI (1782), who gives a brief analysis of it in connection with the Counter-Gambit (3 $\frac{P \text{ to } QB3}{P \text{ to } KB4}$), but the *début* never received the attention it merited until the publication of Mr. STAUNTON'S *Handbook* in 1847. More recently the theory of the Opening has received some valuable accessions from the pen of one of our ablest analysts, Mr. G. B. FRASER, of Dundee.

GAME I.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 P to Q B third

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third

Black has now the option of three leading lines of defence, viz.—

3 $\frac{P \text{ to } KB4}{P \text{ to } KB4}$ (1) 3 $\frac{P \text{ to } Q4}{P \text{ to } Q4}$ (2) and 3 $\frac{Kt \text{ to } KB3}{Kt \text{ to } KB3}$ (3)

each of which has its advocates. The present game will be devoted to the consideration of the first named of these defences, leaving the examination of 3 $\frac{P \text{ to } Q4}{P \text{ to } Q4}$ and 3 $\frac{Kt \text{ to } KB3}{Kt \text{ to } KB3}$ for Games II., III. and IV. respectively.

3 P to K B fourth

This Counter-Gambit, which was originally suggested by PON-

ZIANI (1782), though at one time condemned by all the leading authorities, has latterly been "rehabilitated" in connection with $4 \text{ P to Q } 3$, and, in the opinion of many of our best players, constitutes the most satisfactory defence the board affords.

4 P to Q fourth

If White venture to take the Gambit Pawn, Black rejoins with $4 \text{ P to Q } 3$, and speedily acquires the better game.

If $4 \text{ B to Q Kt } 5$ 5 B takes Kt 6 Kt takes K P
 P takes K P Q P takes B $\text{Q to K Kt } 4$, &c.

4 P to Q third

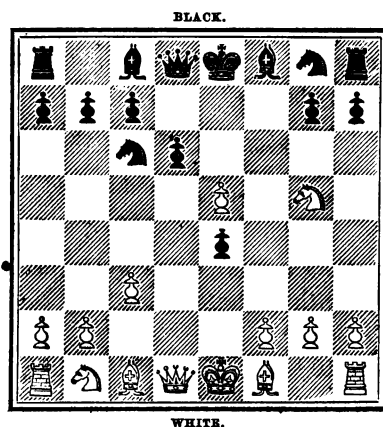
This is unquestionably Black's best reply. Taking Pawn with Pawn yields him a very inferior position, *e.g.*— 4 B P takes P 5 Kt takes K P
 $6 \text{ B to Q Kt } 5$ 7 B takes Kt $8 \text{ B to K Kt } 5$ $9 \text{ Kt to Q } 2$ $10 \text{ Q to Q Kt } 3$, with a
 $\text{P to Q R } 3$ Q P takes B $\text{B to K } 3$ $\text{B to K B } 4$ manifest advantage.

White has now the choice of two lines of play, *viz.*— 5 Q P takes P and $5 \text{ B to Q Kt } 5$, which we will examine in turn.

In the first place :—

5 Q P takes P
 $6 \text{ Kt to K Kt fifth}$

5 P takes K P
 6 P to Q fourth



Position after White's sixth move.

The authorities differ as to Black's sixth move, but we agree

with Mr. FRASER in considering 6 $\overline{P \text{ to } Q 4}$ to be the best defence at his command. If he play 6 $\overline{Kt \text{ takes } P}$, the following is probable :—

6 $\overline{Kt \text{ takes } P}$ 7 $\overline{Kt \text{ takes } K P}$ 8 $\overline{Q \text{ to } R 5 \text{ ch}}$ 9 $\overline{Kt \text{ to } Kt 5}$ 10 $\overline{Q \text{ to } K 2 \text{ ch}}$
 $\overline{P \text{ to } Q 4 \text{ best}}$ $\overline{Kt \text{ to } Kt 3}$ $\overline{Kt \text{ to } K B 3}$ $\overline{B \text{ to } K 2}$
 11 $\overline{Kt \text{ to } K 6}$ 12 $\overline{Q \text{ takes } B}$ and Black has the better game.
 $\overline{B \text{ takes } Kt}$ $\overline{Q \text{ to } Q 2}$

7 P to K sixth

7 Kt to K fourth

Black might also play 7 $\overline{Kt \text{ to } K R 3}$ —a move condemned by the *Praxis* on account of White's rejoinder, 8 $\overline{P \text{ to } K B 3}$ —but we question whether this would avail him, e.g.—7 $\overline{Kt \text{ to } K R 3}$ 8 $\overline{P \text{ to } K B 3}$
 9 $\overline{Q \text{ takes } P}$ and White has certainly no superiority.
 $\overline{Kt \text{ to } K 4}$ $\overline{P \text{ takes } B P}$

The German *Handbuch*, on the other hand, makes Black play 7 $\overline{Kt \text{ to } K R 3}$, and continues—8 $\overline{B \text{ to } Q Kt 5}$ 9 $\overline{P \text{ to } Q B 4}$ 10 $\overline{B \text{ takes } P}$
 $\overline{Q \text{ to } Q 3}$ $\overline{P \text{ takes } P}$ $\overline{Q \text{ takes } Q \text{ ch}}$, and the game is even. We are of opinion however that, in lieu of 9 $\overline{P \text{ to } Q B 4}$, as in the foregoing variation, White might have played more advantageously 9 $\overline{Q \text{ to } R 5 \text{ ch}}$, and, on the Pawn being interposed, 10 $\overline{Q \text{ to } K R 3}$. If Black now play 10 $\overline{B \text{ to } K Kt 2}$, White answers with 11 $\overline{P \text{ to } Q Kt 3}$, &c.

8 Q to Q fourth

The best move. (8 $\overline{P \text{ to } K B 4}$ is inferior.)

8 Q to Q third

9 Kt to Q R third

This is apparently stronger than either 9 $\overline{P \text{ to } K B 4}$ or 9 $\overline{B \text{ to } K B 4}$ the result of which may be briefly shown.

Firstly—9 $\overline{P \text{ to } K B 4}$, 9 $\overline{Kt \text{ to } Q B 3}$ with a greatly superior game.

Secondly—9 $\overline{B \text{ to } K B 4}$ 10 $\overline{B \text{ takes } Kt}$ and should win.
 $\overline{Kt \text{ to } Q 6 \text{ ch}}$ $\overline{Q \text{ takes } B}$

9 P to Q B third best

This is stronger than 9 $\overline{Kt \text{ to } Q B 3}$, as given in the *Handbuch*, to which White rejoins with 10 $\overline{Q \text{ to } Q R 4}$.

10 B to K B fourth

White may also play 10 $\overline{Kt \text{ to } Q Kt 5}$ and 10 $\overline{P \text{ to } K B 4}$, e.g.—

Firstly—10 $\overline{Kt \text{ to } Q Kt 5}$ 11 $\overline{B \text{ takes } P \text{ ch}}$ 12 $\overline{Kt \text{ to } B 7}$ 13 $\overline{Kt \text{ takes } R}$
 $\overline{P \text{ takes } Kt}$ $\overline{Kt \text{ to } Q B 3 \text{ best}}$ $\overline{Q \text{ takes } K P}$ $\overline{Kt \text{ to } K B 3}$
 and ought to win.

Secondly—10 $\overline{P \text{ to } K B 4}$ 11 $\overline{B \text{ to } K B 4}$ &c.
 $\overline{P \text{ takes } P \text{ on pass}}$ $\overline{P \text{ takes } Kt P}$

- | | |
|--------------------|---------------------|
| 11 B takes Kt | 10 Kt to Q sixth ch |
| 12 Kt to B seventh | 11 Q takes B |
| 13 Kt takes R | 12 Kt to K R third |
| 14 Q to Q R fourth | 13 Kt to K B fourth |
| 15 Castles | 14 B to Q B fourth |
| 16 B to K second | 15 B takes K P |
| | 16 K to K second |

And Black has a manifest superiority.

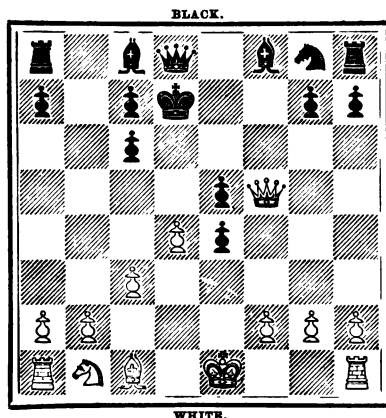
In the second place:—

5 B to Q Kt fifth

This is decidedly preferable to 5 Q P takes P; but, with the best play on both sides, the result is a prematurely drawn game.

- | | |
|-----------------------|------------------|
| 6 Kt takes K P | 5 P takes K P |
| 7 B takes Kt ch | 6 P takes Kt |
| 8 Q to R fifth ch | 7 P takes B |
| 9 Q to K B fifth ch | 8 K to Q second |
| 10 Q to K Kt fifth ch | 9 K to K second |
| 11 Q to K B fifth ch | 10 K to Q second |
| | 11 K to K second |

And the game is drawn.



Position after White's eleventh move.

In lieu of 11 K to K 2, the *Handbuch* gives 11 K to Q 3, as enabling

Black to escape from perpetual check with the better game. This is quite true, if White reply with 12 Q takes K P ch; but as one of our ablest analysts, in a letter addressed to the *Chess World*, Vol. II. p 185, shrewdly remarks:—"If White play instead, 12 P takes P ch, Black gets a bad game." In a subsequent edition of the *Handbuch*, this variation is touched upon, and the following line of play suggested:—

	11 K to Q third
12 P takes P ch	12 K to K second
13 B to K Kt fifth ch	13 K to K sq

White is now made to play 14 P to K 6, to which Black rejoins with 14 Kt to K B 3, and the game is dismissed as being in his favour. Strange to say, the authors of the above variation have overlooked the patent fact that in lieu of 14 P to K 6, White has simply to play—

14 Q takes B ch

Regaining the piece he has sacrificed, and remaining with a Pawn a-head, and a superior position.

The whole treatment of this Opening by the *Handbuch*, and the German writers generally, is, indeed, very unsatisfactory.

It is worthy of remark that White may shape his attack differently, by playing 7 Q to R 5 ch, instead of 7 B takes Kt, as given in the foregoing variation. This line of play, to which, we believe, attention was first called by the present writer, in the *Chess World*, Vol. II. p 281, presents some highly interesting features. For the sake of clearness, we repeat the opening moves:—

1 P to K fourth	1 P to K fourth
2 Kt to K B third	2 Kt to Q B third
3 P to Q B third	3 P to K B fourth
4 P to Q fourth	4 P to Q third
5 B to Q Kt fifth	5 P takes K P
6 Kt takes K P	6 P takes Kt
7 Q to R fifth ch	7 K to Q second
8 P to Q fifth	8 Q to K B third

This *sortie* of the Queen is seemingly Black's best reply. If he

play 8 $\overline{B \text{ to } K 2}$, or 8 $\overline{B \text{ to } Q 3}$, White retorts with 9 $\overline{Q \text{ to } K Kt 4 \text{ ch}}$; and if 8 $\overline{Kt \text{ to } K B 3}$, with 9 $\overline{Q \text{ takes } K P}$, &c.

9 Castles

9 P to K Kt third

10 Q to K second

And White has the better opening.

Instead of 7 $\overline{K \text{ to } Q 2}$, as in the above variation, Black ought rather to have moved 7 $\overline{K \text{ to } K 2}$. In this case White would have to be content with drawing the game by perpetual check. At first sight, it appears he might regain the piece he had sacrificed, by 8 $\overline{B \text{ to } K Kt 5 \text{ ch}}$, but a little examination will show that this is not the case: *e.g.*—

8 B to K Kt fifth ch

7 K to K second

8 Kt to K B third

9 B takes Q Kt

9 P takes B

10 P takes P

10 Q to Q 4

11 B to K R fourth

11 K to Q second

And Black should win.

It is worthy of remark that if Black had played 11 $\overline{K \text{ to } K 3}$, White would have rejoined with 12 $\overline{B \text{ takes } Kt}$, and then played 13 $\overline{Q \text{ to } K 8 \text{ ch}}$, either winning a Rook, or drawing by perpetual check.

GAME II.

WHITE.

BLACK.

1 P to K fourth

1 P to K fourth

2 Kt to K B third

2 Kt to Q B third

3 P to Q B third

3 P to Q fourth

White has now two available lines of attack, viz.—

4 B to $\overset{(1)}{Q} Kt 5$ and 4 $\overset{(2)}{Q} \text{ to } Q R 4$

In the first place :—

4 B to Q Kt fifth

4 P takes K P

5 Kt takes K P

5 Q to Q fourth

Black's best reply. If he play instead, 5 $\overline{Q \text{ to } K Kt 4}$, White rejoins with 6 $\overline{Q \text{ to } Q R 4}$, &c.

6 Q to Q R fourth

6 K Kt to K second

This is usually given as Black's best move; but we believe he might

play, at this point, with more advantage, 6 $\overline{B \text{ to } Q 2}$, e.g.—6 $\overline{B \text{ to } Q 2}$

7 $\overline{Kt \text{ takes } B \text{ best}}$ 8 $\overline{Castles}$ and White has little, if any, superiority.
 $\overline{K \text{ takes } Kt}$ $\overline{R \text{ to } K \text{ sq}}$

7 P to K B fourth

7 P takes P en pass

8 Kt takes P

8 P to Q R third

If 8 $\overline{B \text{ to } K 3}$ then 9 $\overline{Kt \text{ to } Q R 3}$, &c.

9 B to B fourth

9 Q to K fifth ch

We question whether this check, which is given by all the authorities, is Black's best move at this juncture. We should prefer playing 9 $\overline{Q \text{ to } K R 4}$.

10 K to B second

10 B to K third

11 P to Q third

11 Q to K Kt third or

12 R to K sq

K B fourth

And we should be inclined to take White's game for choice; but there is really little to choose between the two positions. Both the *Handbuch* and English *Praxis* however have a note to the effect that White would probably do better to take off Knight with Bishop, at the fifth move, instead of playing 5 $\overline{Kt \text{ takes } K P}$.

It is worthy of remark that the above position is also brought about in the "Ruy Lopez Knight's Game," by a totally different line of play, e.g.—

1 $\overline{P \text{ to } K 4}$ 2 $\overline{Kt \text{ to } K B 3}$ 3 $\overline{B \text{ to } Q Kt 5}$ 4 $\overline{P \text{ to } Q B 3}$ 5 $\overline{Kt \text{ takes } K P}$ 6 $\overline{Q \text{ to } Q R 4}$, &c.
 $\overline{P \text{ to } K 4}$ $\overline{Kt \text{ to } Q B 3}$ $\overline{K Kt \text{ to } K 2}$ $\overline{P \text{ to } Q 4}$ $\overline{P \text{ takes } P}$ $\overline{Q \text{ to } Q 4}$

In the second place:—

4 Q to Q B fourth

4 P takes K P (or A)

Black may also play here, as suggested by Mr. STEINITZ, 4 $\overline{P \text{ to } K B 3}$.

5 Kt takes K P

If 5 $\overline{Q \text{ takes } P}$ 6 $\overline{Q \text{ to } K 3}$ 7 $\overline{B \text{ to } Q Kt 5}$ Even game.
 $\overline{Kt \text{ to } K B 3}$ $\overline{B \text{ to } Q 3}$ $\overline{Castles}$

5 Q to Q fourth

6 Kt takes Kt

6 P takes Kt

7 B to Q B fourth

7 Q to Q second

8 Castles

8 Kt to K B third

If 8 $\overline{B \text{ to } Q 3}$ 9 $\overline{R \text{ to } K sq}$, &c.

9 R to K sq

9 B to K second

And the positions are about even.

(A)

4 Q to Q third

This move is suggested as Black's best defence, both in the *Handbuch* and *Praxis*, but is left without analysis. Appended are a few tentative variations :—

5 P to Q 4

5 B to Q second

Apparently Black's best reply. If he play instead, 5 $\overline{P \text{ takes } Q P}$, then follows 6 $\overline{P \text{ to } K 5}$ 7 $\overline{P \text{ takes } P}$ 8 $\overline{Kt \text{ to } B 3}$ 9 $\overline{B \text{ to } K 2}$ 10 $\overline{\text{Castles}}$, and White has the better developed game.

6 B to Q Kt fifth

6 P takes K P

Black may also reply with 6 $\overline{Kt \text{ to } K B 3}$, the best rejoinder to which is seemingly 7 $\overline{P \text{ takes } Q P}$.

7 P takes P

7 Q to K Kt third best

Black clearly cannot take Pawn with Knight, on account of 8 $\overline{Kt \text{ takes } Kt}$, &c.

8 Kt to K Kt fifth

8 Kt takes P

9 B takes B ch

9 Kt takes B

10 Q takes P ch

10 Q takes Q

11 Kt takes Q

Even game.

GAME III.

WHITE.

1 P to K fourth

2 Kt to K B third

3 P to Q B third

4 P to Q fourth

BLACK.

1 P to K fourth

2 Kt to Q B third

3 Kt to K B third

4 P to Q fourth

This defence, which first occurred in a game between Captain Kennedy and Mr. Lowe (*Chess Player's Chronicle*, Vol. VIII. p 336) was at one time greatly in vogue; but it is now admitted to be inferior to 4 $\overline{Kt \text{ takes } K P}$, for which see Game IV. If, instead of either of these moves, Black play 4 $\overline{P \text{ to } Q 3}$, White rejoins with 5 $\overline{P \text{ to } Q 5}$, with a fine Opening.

5 B to Q Kt fifth best

If 5 $\overline{P \text{ takes } K P}$ 6 $\overline{B \text{ to } Q 3}$ $\overline{Kt \text{ takes } K P}$ 6 $\overline{B \text{ to } K 2}$ &c.

5 Kt takes K P

The best reply. If 5 $\overline{B \text{ to } Q 3}$ 6 $\overline{P \text{ takes } Q P}$ 7 $\overline{B \text{ takes } Kt}$ 8 $\overline{P \text{ takes } P}$ 9 $\overline{Kt \text{ to } K 5}$, having won a Pawn, with a superior position.

If 5 $\overline{P \text{ takes } Q P}$ 6 $\overline{P \text{ to } K 5}$ 7 $\overline{Kt \text{ takes } Q P \text{ best}}$ 8 $\overline{Q \text{ to } Q K 3}$ 9 $\overline{B \text{ takes } B \text{ ch}}$ 10 $\overline{P \text{ takes } Kt}$, with the better game.

Again, if 5 $\overline{P \text{ takes } K P}$ 6 $\overline{Kt \text{ takes } K P}$ 7 $\overline{Q \text{ to } Q R 4}$ 8 $\overline{P \text{ takes } Kt}$, &c.

6 Kt takes K P

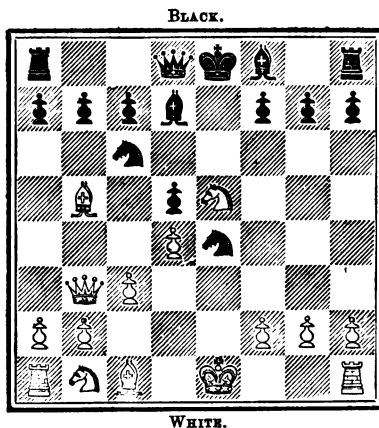
6 B to Q second best

7 Q to Q Kt third best

The correct reply to White's seventh move is a *questio vexata*. Black has the choice of three different courses of action, viz.—

7 $\overline{Kt \text{ to } Q 3}$ (1) 7 $\overline{Kt \text{ takes } Kt}$ (2) and 7 $\overline{Kt \text{ to } K B 3}$ (3)

which we will touch upon in turn.



Position after White's seventh move.

In the first place :—

7 Kt to Q third

This move has the sanction of the authors of the *Handbuch*, who give the following continuation :—

8 B takes Kt

8 B takes B

9 Castles

9 B to K second

And the game is pronounced even. There is however an obvious miscalculation here; since, instead of 8 B takes Kt, which leads to an even game, White might clearly have won a Pawn by—

8 Kt takes B 9 Q takes Q P, &c.

In the second place :—

8 Q takes Q P

7 Kt takes Kt

8 Q to K second

Apparently his best move. If he play 8 B takes B, then follows :—

9 Q takes Q Kt ch 10 Q takes B ch 11 Q to K 2, and White has gained a Pawn.

Q to K 2

9 P takes Kt

We believe this to be the only move to maintain White's superiority. If he play 9 Q takes K Kt, Black checks with the other Knight at K B sixth, and then captures the Bishop. Again, if he play 9 Q takes Q Kt, then follows 9 Q takes Q 10 B takes B ch 11 P takes Q, and Black recovers the Pawn. Finally, if he play 9 Q takes Kt P, the following continuation is probable :—

9 Q takes Kt P 10 Q takes R ch 11 P takes Kt 12 B to K 3 13 Q takes R
B takes B K to Q 2 Q takes P B to Q B 4 Kt takes K B P
 and wins.

The above beautiful variation occurred in a game between Messrs. Wayte and Ranken (*Chess World*, Vol. I. p 295).

9 B takes B

10 Q takes B ch

10 P to Q B third

11 Q to K second

And White maintains the Pawn he has won.

In the third place :—

7 Kt to K B third

This retreat was first suggested in an analysis of the variation by Mr. G. B. FRASER; and, so far as our examination has gone, constitutes Black's best defence.

8 B to K Kt fifth

8 B to K second best

In Mr. FRASER'S analysis Black is made to play—8 P to Q R 3

9 $\overline{B}$ takes K Kt 10 $\overline{B}$ takes Kt 11 Kt to Q³, with an unquestionable advantage.
 P takes Q B B takes B

9 B takes K Kt

9 P takes B

If 9 $\overline{B}$ takes B 10 $\overline{Q}$ takes Q P, &c.

10 B takes Kt

10 P takes B

11 Kt to K B third

At this point the variation is dismissed in the *Chess Openings* (first edition), with the remark that White's game is somewhat preferable. On re-examination, I am scarcely satisfied with this conclusion. It is true that Black has a doubled Pawn on each flank; but to compensate for this he has two Bishops against two Knights, and open files on both the King's and Queen's sides for the action of the Rooks. Possibly White would have done better to have retired the Knight to K B third at the 10th move, instead of taking off the Queen's Knight.

GAME IV.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 P to Q B third
- 4 P to Q fourth
- 5 P to Q fifth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 Kt to K B third
- 4 Kt takes K P

This is unquestionably White's strongest move. He may however play also 5 $\overline{P}$ takes K P, which shall be touched upon anon.

If in reply to 5 $\overline{P}$ to Q⁵, Black now retire the attacked Knight to his own square, or to King's second, he gets a close confined position, from which he will have considerable difficulty to extricate himself. Of the two retreats we prefer 5 $\overline{Kt}$ to Q Kt sq, to which White rejoins with 6 $\overline{B}$ to Q³, and not 6 $\overline{Kt}$ takes K P; on account of 6 $\overline{Q}$ to K². The

following fragment of a game between Messrs. Brien and Jansens affords an excellent illustration of the consequences of 5 Kt to K 2 :—

- 5 $P \text{ to Q 5}$ 6 Kt takes K P 7 Kt takes Kt 8 $B \text{ to K 3}$ 9 $B \text{ to K Kt 5}$
 Kt to K 2 Kt to K Kt 3 $R P \text{ takes Kt}$ Kt to K B 3 $B \text{ to K 2}$
 10 $B \text{ takes Kt}$ 11 $Q \text{ to K 2 ch}$, with a fine game.
 $B \text{ takes B}$

5 B to Q B fourth

The invention of this ingenious counter move is due to Mr. G. B. Fraser, of Dundee, who, as far back as 1853, suggested to the present writer the practicability of replying to $5 P \text{ to Q 5}$ with $5 B \text{ to Q B 4}$, leaving the Knight *en prise*. Mr Fraser subsequently published an elaborate analysis of the variation in the *Era* (25th March 1855), in which the resources of the new defence were very ably illustrated. The move of $5 B \text{ to Q B 4}$ unquestionably yields the second player a very strong and embarrassing counter attack, which, unless properly opposed, will speedily prove irresistible; but it is a moot point whether the sacrifice on which it is based is critically sound. So far as our examination goes we are inclined to think that, with proper care, White will ultimately escape from his embarrassment, and remain with a numerical superiority more than sufficient to compensate him for any disadvantage on the score of position. We regret that the limits of our space will prevent us giving the variations so fully as we could wish.

6 P takes Kt

This is unquestionably White's strongest move. He may, however, play also $6 B \text{ to K 3}$, $6 Q \text{ to Q R 4}$, and $6 Q \text{ to K 2}$, which we will briefly examine in turn before proceeding with the main variation.

- Firstly—6 $B \text{ to K 3}$ 7 $P \text{ takes B}$ 8 $B \text{ to Q 3}$ 9 Kt takes K P
 $B \text{ takes B}$ Kt to Kt sq Kt to Q B 4 best $Q \text{ to K 2}$
 10 Kt to Q B 4 11 K Kt to Q R 3 12 $B \text{ to K 2}$, with the better game.
 $P \text{ to Q Kt 4}$ $Q \text{ takes P ch}$ Kt to K 5

- Secondly—6 $Q \text{ to Q R 4}$ 7 $R \text{ to K Kt sq}$ 8 Kt to Q 4 9 $P \text{ to K Kt 3}$ best
 Kt takes K B P $P \text{ to K 5}$ $Q \text{ to K R 5}$ $Q \text{ takes R P}$
 10 $R \text{ to Kt 2}$ (if 10 $P \text{ takes Kt}$) 11 $K \text{ to Q sq}$ (if 11 $B \text{ takes Kt}$), and
 Kt to Q 6 ch $Q \text{ takes R}$ $Q \text{ to R 4 ch}$ $Q \text{ takes R}$, and
 should win.

- Thirdly—6 $Q \text{ to K 2}$ (Black may also obtain a good game by
 Kt takes K B P
 6 $B \text{ takes P ch}$ 7 $K \text{ to Q sq}$ &c.) 7 $P \text{ takes Kt}$ 8 $B \text{ to K 3}$ 9 $P \text{ takes Q P ch}$
 $P \text{ to K B 4}$ $Kt \text{ takes R}$ $B \text{ to Q 3}$ $Q B \text{ takes P}$

- 10 $\frac{P \text{ to } K \text{ Kt } 3}{P \text{ to } K 5}$ 11 $\frac{Kt \text{ to } Kt \text{ sq}}{Kt \text{ takes } Kt P}$ 12 $\frac{P \text{ takes } Kt}{B \text{ takes } P \text{ ch}}$ 13 $\frac{B \text{ to } K B 2}{B \text{ takes } B \text{ ch}}$ 14 $\frac{Q \text{ takes } B}{Q \text{ to } K Kt 4}$
 15 $\frac{Kt \text{ to } Q R 3}{\text{Castles } Q R}$, with a manifest superiority.

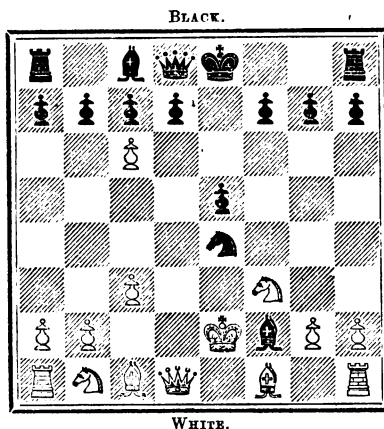
To revert to the original theme. In reply to 6 $\frac{P \text{ takes } Kt}{B \text{ takes } P \text{ ch}}$ and 6 $\frac{Kt \text{ takes } K B P}{Kt \text{ takes } K B P}$.

In the first place :—

7 K to K second

6 B takes K B P ch

7 P to Q fourth



Position after White's 7th move.

Black's seventh move is now generally preferred to the obvious coup of 7 $\frac{Kt P \text{ takes } P}{Kt P \text{ takes } P}$. There is however much to be said in favour of the latter move. The following is a probable continuation :—

7 $\frac{Kt P \text{ takes } P}{Kt P \text{ takes } P}$ 8 $\frac{Q \text{ to } Q R 4}{P \text{ to } K B 4}$ 9 $\frac{Q Kt \text{ to } Q 2}{\text{Castles}}$ 10 $\frac{Kt \text{ takes } Kt}{P \text{ takes } Kt}$ 11 $\frac{Q \text{ takes } P}{P \text{ to } Q 4 \text{ best,}}$
 and if White now retire the Queen to Q B second, Q R fourth, or Q Kt fourth, he will have an uncomfortable uphill game, from which he will find it difficult to escape without loss. His best reply to 11 $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$ is, we believe, 12 $\frac{Q \text{ takes } K P}{Q \text{ takes } K P}$, giving up the Queen for the Rook and Bishop, and leaving him with a Rook and two minor pieces against Queen and Pawns, the result of which ought, probably, to be a drawn game. Instead of 11 $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$, as in the above variation, the authors of the *Handbuch* give 11 $\frac{B \text{ to } K Kt 5}{B \text{ to } K Kt 5}$ 12 $\frac{R \text{ to } K sq}{P \text{ to } Q 4}$, and the game is dismissed as equal.

8 P takes P	8 Q B takes P
9 Q to Q R fourth ch	9 P to Q B third
10 Q Kt to Q second	10 P to K B fourth

Black might play also, but with less advantage, 10 $\overline{Q\ to\ Q\ Kt\ 3}$.

11 Kt takes Kt	11 K B P takes Kt
12 K takes B	

12 $\overline{Kt\ takes\ K\ P}$ is somewhat inferior, e.g.—12 $\overline{Kt\ takes\ K\ P}$ 13 $\overline{Kt\ to\ K\ Kt\ 4}$
 $\overline{Q\ to\ Q\ Kt\ 3}$ Castles K R
 14 $\overline{Q\ to\ Q\ Kt\ 3}$ 15 $\overline{P\ to\ K\ R\ 3}$ 16 $\overline{P\ takes\ B}$ 17 $\overline{K\ to\ Q\ sq\ best}$. And
 $\overline{B\ to\ Q\ B\ sq\ best}$ $\overline{B\ takes\ Kt\ ch}$ $\overline{Q\ to\ Q\ B\ 4}$
 Black has two Pawns against a piece, and some little attack, but there can be no question that the game is in White's favour. In a *partie* between Mr. Wayte and an Amateur, the latter, instead of 17 $\overline{K\ to\ Q\ sq}$, played 17 $\overline{R\ to\ K\ R\ 3}$, whereupon the second player won the game off hand by—17 $\overline{Q\ R\ to\ Kt\ sq}$ 18 $\overline{Q\ to\ Q\ R\ 4}$ &c.
 $\overline{B\ to\ K\ Kt\ 8}$

12 Castles

At this point both the *Handbuch* and *Praxis* dismiss the opening as being slightly in Black's favour. This is, we think, questionable; and, in support of our opinion, we submit the following continuation:—

13 B to K third	13 P takes Kt
14 P to K Kt third	

And Black's attack is nearly exhausted. It is not easy, indeed, to decide what his best move is at this juncture. If he play 14 $\overline{Q\ to\ Q\ B\ sq}$ or 14 $\overline{Q\ to\ Q\ 2}$, White rejoins with 15 $\overline{B\ to\ Q\ B\ 5}$; if 14 $\overline{Q\ to\ Q\ 3}$, the answer is 15 $\overline{P\ to\ Q\ Kt\ 4}$; and finally, if he move 14 $\overline{P\ to\ Q\ R\ 4}$, White replies with 15 $\overline{Q\ R\ to\ Q\ sq}$. [Compare two games played at this Opening between Messrs. Ranken and Wayte, *Chess World*, Vol. II. p 140, and *Chess Player's Magazine*, Vol. II. p 111.]

In the second place:—

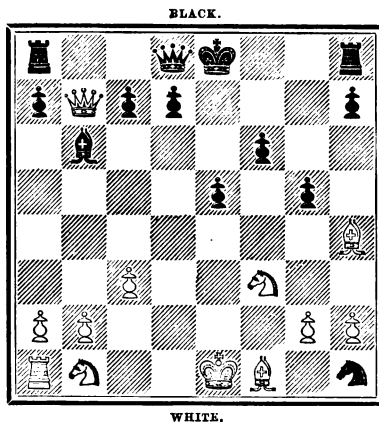
7 Q to Q fifth	6 Kt takes K B P
	7 B to Q Kt third best

This is preferable to 7 $\overline{P\ to\ Q\ 3}$ or 7 $\overline{Q\ to\ K\ 2}$, which may be briefly disposed of.

Firstly—7 P to Q 3 8 P takes P 9 Q takes B 10 Q to Q B 6 ch with the better game.

Secondly—7 Q to K 2 8 P takes Kt P 9 Q takes B 10 R to K Kt sq
 B takes P Castles Q to Q 3
 11 Q to Q Kt 3 12 Kt to Q 4 13 P takes B 14 B takes Kt 15 K to B sq
 P to K 6 B takes Kt Kt to Q 6 ch Q takes Q P P takes B
 16 Kt to Q 2 17 Kt to K B 3 18 Q to Q sq 19 K to B 2 , and White should win. The above variation is taken from the *Handbuch*.

8 P takes Q Kt P (or A)	8 Q B takes P
9 Q takes B	9 Kt takes R
10 B to K Kt fifth	10 P to K B third
11 B to K R fourth	11 P to K Kt fourth



Position after Black's eleventh move.

Black's eleventh move, which was first suggested by Mr. Hol-
 loway, a Bristol amateur, is difficult to parry, though I am by no
 means satisfied that it is conclusive in favour of the second player.

If White, in reply, retire the attacked Bishop to K Kt third,
 Black takes it with Knight, and remains with an unquestionably
 superior game. If White play 12 Kt takes Kt P , the following is pos-
 sible:—

12 Kt takes Kt P 13 B takes P 14 B to K 2 (if 14 B takes Q 15 B to R 4 &c.)
 P takes Kt R to Q Kt sq R takes Q R to K B sq
 14 Q takes B 15 Q takes R ch 16 Q takes R and wins.
 K to K 2 Q to B 8 ch

Probably White's best reply to 11 P to K Kt 4 is 12 Q Kt to Q 2 , but
 even then the result is not altogether satisfactory, *e.g.*—

12 $\frac{Q \text{ Kt to } Q^2}{P \text{ takes } B}$ 13 $\frac{Kt \text{ to } K^4}{\text{Castles}}$ 14 $\frac{Q \text{ to } Q^5 \text{ ch best}}{K \text{ to } R \text{ sq}}$ 15 $\frac{R \text{ to } Q \text{ sq}}{P \text{ to } Q^3}$ 16 $\frac{B \text{ to } Q \text{ B}^4}{Q \text{ to } K^2}$,

and the game is in Black's favour.

(A)

8 Q takes K P ch

8 K to B sq best

If 8 $\frac{Q \text{ to } K^2}{Q \text{ to } K^2}$ 9 $\frac{P \text{ takes } Q \text{ P ch}}{B \text{ takes } P}$ 10 $\frac{Q \text{ takes } Q \text{ ch}}{K \text{ takes } Q}$ 11 $\frac{R \text{ to } K \text{ Kt sq}}{K \text{ takes } Q}$, &c.

9 P takes Q P

9 B takes P

If 9 $\frac{Q \text{ takes } P}{Q \text{ takes } P}$, White equally rejoins with 10 $\frac{B \text{ to } K^3}{B \text{ to } K^3}$.

10 B to K third

10 Kt takes R

11 Q Kt to Q second

11 B takes B

If 11 $\frac{Q \text{ to } K \text{ sq}}{Q \text{ to } K \text{ sq}}$ 12 $\frac{B \text{ takes } B}{R \text{ P takes } B}$ 13 $\frac{B \text{ to } K^2}{B \text{ to } K^2}$, &c.

Again, if 11 $\frac{B \text{ to } Q \text{ B}^3}{B \text{ to } Q \text{ B}^3}$ 12 $\frac{B \text{ to } K^2}{B \text{ to } K^2}$ or 12 $\frac{\text{Castles}}{\text{Castles}}$, &c.

12 Q takes B

12 Q to K sq

13 Q takes Q ch

13 R takes Q ch

14 B to K second

14 B to K B fourth

15 K to B sq

And White has the better game.

The whole of the foregoing variations turn on White's advancing the Pawn to Queen's fifth at his fifth move. We will now briefly examine the consequences of 5 $\frac{P \text{ takes } P}{P \text{ takes } P}$.

WHITE.

BLACK.

1 P to K fourth

1 P to K fourth

2 Kt to K B third

2 Kt to Q B third

3 P to Q B third

3 Kt to K B third

4 P to Q fourth

4 Kt takes K P

5 P takes K P

5 B to Q B fourth best

If 5 $\frac{P \text{ to } Q^4}{P \text{ to } Q^4}$, White rejoins with 6 $\frac{B \text{ to } Q \text{ Kt}^5}{B \text{ to } Q \text{ Kt}^5}$, and the game resolves itself into a form of the Giuoco Piano. In reply to 5 $\frac{B \text{ to } Q \text{ B}^4}{B \text{ to } Q \text{ B}^4}$, the first player has two methods of procedure, viz. 6 $\frac{B \text{ to } Q \text{ B}^4}{B \text{ to } Q \text{ B}^4}$ and 6 $\frac{Q \text{ to } Q^5}{Q \text{ to } Q^5}$.

In the first place:—

6 B to Q B fourth

6 Kt takes K B P

7 Q to Q fifth

If 7 B takes B P ch 8 Q to Q 5 ch 9 R to K B sq 10 Q to Q B 4 11 P takes P en pass
K takes B K to K sq Q Kt to K 2 P to Q 4 Q takes P
 12 R takes Kt 13 K takes B and Black should win.
B takes R ch B to K 3

7 Q to K second

8 R to K B sq

He has nothing better. Clearly neither 8 Kt to Kt 5 nor 8 B to K Kt 5 is of any avail.

8 Kt to Kt fifth

With a great superiority.

In the second place :—

6 Q to Q fifth

6 B takes K B P ch

7 K to K second best

7 P to K B fourth

8 Q Kt to Q second

8 Q Kt to K second

If 8 Kt takes Kt 9 B takes Kt 10 B to K Kt 5, Black has the advantage.
Kt to Kt 3 B to Q Kt 3 Kt to K 2

9 Q to Q third best

9 P to Q fourth

10 P takes P en pass

10 Q takes P

11 Q takes Q

11 P takes Q

12 Kt takes Kt

12 P takes Kt

13 Kt to Kt fifth

13 Castles

14 Kt takes K P

14 B to K Kt fifth ch

And again Black has a manifest advantage.

The above variations are extracted from an article by Mr. G. B. FRASER, published in the *Illustrated London News* for 2nd February 1856.

CHAPTER VII.

THE SCOTCH GAMBIT.

- 1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ 2 $\frac{Kt \text{ to } KB 3}{Kt \text{ to } QB 3}$ 3 $\frac{P \text{ to } Q 4}{Kt \text{ takes } P}$ GAME I.
 3 $\frac{P \text{ takes } P}{P \text{ takes } P}$ 4 $\frac{Kt \text{ takes } P}{B \text{ to } QB 4}$ GAME II.
 4 $\frac{Q \text{ to } R 6}{Q \text{ to } R 6}$ GAME III.
 4 $\frac{B \text{ to } QB 4}{B \text{ to } QB 4}$ GAME IV.
 4 $\frac{B \text{ to } QB 4}{B \text{ to } QB 4}$ 5 $\frac{Kt \text{ to } Kt 5}{Kt \text{ to } Kt 5}$ GAMES V. and VI.

The first notice of this interesting Opening occurs in the early Italian writers, ERCOLE DEL RIO and LOLLI, but it received little attention until its occurrence in the celebrated match by correspondence between Edinburgh and London, from which it received the name of the Scotch Gambit. The Opening underwent an elaborate analysis at the hands of the late Major JAENISCH, who was the first to point out that in several of the leading forms it was identical with the Giuoco Piano.

GAME I.

WHITE.

- 1 P to K fourth
 2 Kt to KB third
 3 P to Q fourth

BLACK.

- 1 P to K fourth
 2 Kt to QB third
 3 Kt takes P

This capture has the sanction of the Italian authorities, but it is decidedly inferior to 3 $\frac{P \text{ takes } P}{P \text{ takes } P}$, for the consequence of which see Game II.

- 4 Kt takes KP

This is, in our opinion, White's strongest move. The authors of the *Theorie und Praxis* prefer taking Knight with Knight, in

which case the following is probable :—4 $\frac{\text{Kt takes Kt}}{\text{P takes Kt}}$ 5 $\frac{\text{Q takes P}}{\text{Kt to K 2}}$ (if 5 $\frac{\text{Q to B 3}}{\text{P to K 5}}$, &c.) 6 $\frac{\text{B to Q B 4}}{\text{Kt to Q B 3}}$ 7 $\frac{\text{Q to Q 5}}{\text{Q to K B 3}}$. The above constituted the opening moves of the memorable game by correspondence between the Clubs of Edinburgh and London. The former now played 8 $\frac{\text{Kt to Q B 3}}{\text{B to Q Kt 5}}$ to which their opponents rejoined with 8 $\frac{\text{B to Q Kt 5}}{\text{B to Q Kt 5}}$ the result being an even game. White would however have done better to Castle at the eighth move, in which case, as Mr. STAUNTON remarks, “Black would have had no favourable opportunity of bringing their King’s Bishop into the field. (*Chess Player’s Handbook*, p 74.)

4 Kt to K third best

If he play 4 $\frac{\text{B to Q B 4}}{\text{B to Q B 4}}$ White rejoins with 5 $\frac{\text{B to Q B 4}}{\text{B to Q B 4}}$, &c. White has now the choice of two lines of play, viz.—

5 $\frac{\text{B to Q B 4}}{\text{B to Q B 4}}$ ⁽¹⁾ and 5 $\frac{\text{P to K B 4}}{\text{P to K B 4}}$ ⁽²⁾

In the first place :—

5 B to Q B fourth

5 P to Q B third

If 5 $\frac{\text{P to Q 3}}{\text{P to Q 3}}$ White must check with Bishop at Q Kt fifth, and give up Bishop and Knight for the Rook and two Pawns, after which the game would be about even.

6 B takes Kt

Instead of this move the first player might now obtain a powerful but somewhat hazardous attack by 6 $\frac{\text{Kt takes K B P}}{\text{K takes K B P}}$ as suggested by Mr. COCHRANE. The following is the correct defence according to the *Handbuch*.

6 $\frac{\text{Kt takes K B P}}{\text{K takes Kt}}$ 7 $\frac{\text{B takes Kt ch}}{\text{K takes B}}$ 8 Castles $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ 9 $\frac{\text{R to K sq}}{\text{K to B 2}}$ 10 $\frac{\text{B to K 3}}{\text{B to Q Kt 5}}$
11 $\frac{\text{P to Q B 3}}{\text{B to R 4}}$ 12 $\frac{\text{B to Q 4}}{\text{Kt to K B 3}}$ 13 $\frac{\text{P to K 5}}{\text{Kt to K 5}}$ and Black should win.

6 Q to Q R fourth ch

7 Kt to Q B third

7 Q takes K Kt

8 B to Q Kt third

8 B to Q B fourth

9 Castles

9 Kt to K B third

And the "books" pronounce the game to be even, but most players would, probably, take White's position for choice.

In the second place :—

5 P to K B fourth

This move first occurred in a game between MM. Laroche and De Riviere, and is, in our opinion, at least as strong as the old *coup* of 5 B to Q B 4.

5 B to Q B fourth

This is, we believe, the best reply to 5 P to K B 4. The *Chess Praxis*, p 216, notices also 5 P to Q 3 5 Q to K B 3 and 5 B to Q 3, but all these three defences are unsatisfactory, *e.g.*—

If 5 P to Q 3 6 B to Kt 5 ch 7 Kt takes Q B P, &c.

If 5 Q to K B 3 6 Kt to Kt 4 Q to R 5 ch 7 P to Kt 3 8 B to K 2 Q to R 6 9 Kt to B 2 Q to R 3 10 P to K B 5, &c.

If 5 B to Q 3 6 Kt to Q 3 P to Q B 3 7 B to K 3, &c.

6 Kt to K B third

6 P to Q third

Black's sixth move is condemned by implication in the *Chess Praxis*, on the ground that White may now advance the Pawn to King's Bishop's fifth, and then compel the "attacked Knight to beat a servile retreat." Under any circumstances, the second player must have a disagreeable game, but, at the same time, I greatly prefer the move in the text to 6 Q to K B 3, as recommended in the *Chess Praxis*, in answer to which White can play 7 P to K 5, followed by 7 Kt to Q B 3, with an almost irresistible attack. In lieu however of either of these moves, Black may play 6 Q to K 2, and subsequently retire the Knight to Queen's square, should the advance Pawn be advanced to Bishop's fifth.

7 P to K B fifth

7 Kt to K B sq

8 Kt to Q B third

Apparently the best reply. If he play instead 8 B to Q B 4, Black rejoins equally with 8 Q to K 2.

- | | |
|--------------------|-------------------|
| 9 B to Q third | 8 Q to K second |
| 10 B to K Kt fifth | 9 Kt to K B third |
| 11 Q to K second | 10 P to Q B third |

And the position is somewhat in White's favour.

GAME II.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 P to Q fourth
- 4 Kt takes P

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 P takes P

For 4 B to Q B 4 see Game IV. White may play also 4 B to Q 3, to which Black's best rejoinder is seemingly 4 P to Q 4.

In reply to 4 Kt takes P, Black has two feasible lines of defence, viz.—

- 4 B to Q B 4 ⁽¹⁾ and 4 Q to K R 5 ⁽²⁾.

The present game will be devoted to the consideration of 4 B to Q B 4, leaving 4 Q to R 5 for examination in Game III.

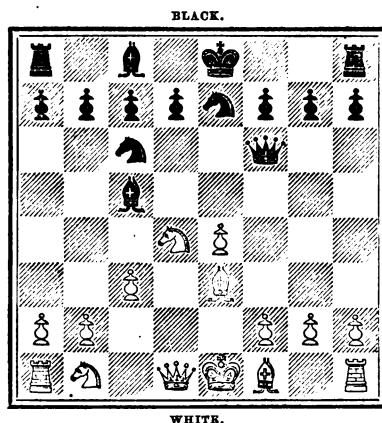
- | | |
|---------------------|-------------------|
| 5 B to K third best | 4 B to Q B fourth |
| | 5 Q to K B third |

If White play 5 Kt takes Kt, Black equally rejoins with 5 Q to K B 3; indeed, his fourth and fifth moves may be transposed without affecting the result. If, in lieu of 5 Q to K B 3, he play 5 Q to R 5, the first player may advantageously reply with 6 Q to Q 3 or 6 Kt to Q B 3, or better still, perhaps, with 6 Kt to K B 3.

- | | |
|------------------|--------------------|
| 6 P to Q B third | 6 K Kt to K second |
|------------------|--------------------|

Thus far, nearly all the authorities are agreed, but White's seventh move is a *questio vexata*. He has the choice of three lines of play, which we will examine in turn, viz.—

- 7 B to Q B 4 ⁽¹⁾ 7 B to K 2 ⁽²⁾ and 7 P to K B 4 ⁽³⁾



Position after Black's sixth move.

In the first place :—

7 B to Q B fourth

7 Castles

8 Castles

8 Q Kt to K fourth

9 B to Q Kt third

9 P to Q third

And the *Handbuch* pronounces the game even. Mr. WAYTE considers that White may now play advantageously 10 P to KR3, preparatory to advancing the King's Bishop's Pawn.

In the second place :—

7 B to K second

7 P to Q fourth

The correct reply, effectually preventing the advance of the Pawns on the King's flank.

8 B to K B third

Apparently his best move. If he play 8 P takes P, Black speedily obtains the advantage.

9 B takes P

8 P takes P

10 P takes B

9 B takes Kt best

10 Castles

Even game.

In the third place :—

7 P to K B fourth

7 Q to K Kt third

This, we believe, is Black's strongest reply to the advance of the K B P. Both 7 $\overline{P}$ to Q 3 and 7 $\overline{P}$ to Q 4 are inferior: *e.g.*—

Firstly—7 $\overline{P}$ to Q 3 8 $\overline{B}$ to K 2 Castles 9 Castles $\overline{B}$ to Q 2 10 $\overline{P}$ to K Kt 4, and White has a fine array of Pawns. The above occurred in a game between M. de Riviere and the Rev. W. Wayte (*Chess World*, Vol. II. p 180). Compare also a short analysis of this variation by Mr. Wayte, published in the *Chess Quarterly*, Vol. I. pp 129-32.

Secondly—7 $\overline{P}$ to Q 4 8 $\overline{P}$ to K 5 $\overline{Q}$ to K R 3 9 $\overline{Q}$ to Q 2, with a good game. Had Black played 8 $\overline{Q}$ to K Kt 3 White would have rejoined with 9 $\overline{P}$ to B 5, winning a piece.

8 Q to K B third

We see no better move for White. If he play 8 $\overline{B}$ to Q 3 Black can, apparently, take the King's Knight's Pawn without danger.

8 Kt takes Kt

If instead of this move Black play 8 Castles or 8 $\overline{P}$ to Q 3, White obtains an immediate advantage by 9 Kt takes Kt, &c.

9 P takes Kt

9 B to Q Kt fifth ch

10 Kt to Q B third

10 P to Q fourth

11 P to K fifth

11 B to K Kt fifth

12 Q to K B second

and the game is about equal.

GAME III.

WHITE.

1 P to K fourth

2 Kt to K B third

3 P to Q fourth

4 Kt takes P

BLACK.

1 P to K fourth

2 Kt to Q B third

3 P takes P

4 Q to K R fifth

This sortie of the Queen, which was first suggested by the late Mr. PULLING, is condemned by the English *Handbook*, but in the opinion of the authors of *Theorie und Praxis*, it is Black's best rejoinder to 4 $\overline{Kt}$ takes P. White has several feasible replies at his command, the most important of which are—5 $\overline{Kt}$ to Q Kt 5, 5 $\overline{Q}$ to Q 3,

and, as recently suggested by Mr. Fraser, 5 $\overline{\text{Kt to KB3}}$, which we will examine *seriatim*.

In the first place:—

5 Kt to Q Kt fifth

This move was originally played by Mr. Horwitz against Mr. Staunton, and, in the latter's opinion, White has no stronger line of play. On this point the authors of *Theorie und Praxis* and the *Handbuch* (4th edition) are at issue with the great English authority, and pronounce it inferior to 5 $\overline{\text{Q to Q3}}$.

5 Q takes K P ch

The best reply, according to the German authors. If he play instead, 5 $\overline{\text{B to QB4}}$, then follows:—6 $\overline{\text{Q to KB3}}$ 7 $\overline{\text{Kt takes P ch}}$ 8 $\overline{\text{Q to KB4}}$ 9 $\overline{\text{K to Qsq}}$ 10 $\overline{\text{B takes Q}}$ 11 $\overline{\text{Kt takes R}}$, and the English *Handbook* dismisses the game in favour of the first player. In a game by correspondence between Berlin and Potsdam the variation (with one unimportant transposition) was continued—11 $\overline{\text{P to Q3}}$ 12 $\overline{\text{Kt to QB3}}$ $\overline{\text{B to K3}}$, and White still retains the move, with a slight advantage in position.

6 B to K second

6 K to Q sq

If 6 $\overline{\text{B to K3}}$, Black equally rejoins with 6 $\overline{\text{K to Qsq}}$. In reply to 6 $\overline{\text{B to K2}}$ Black may also play 6 $\overline{\text{B to Kt5 ch}}$, but we rather prefer the move in the text.

7 Castles

7 P to Q R third

8 Q Kt to B third

8 Q to K sq

9 Kt to Q fourth

And the *Handbuch* and *Schachzeitung* both dismiss the game in favour of the second player; but I confess I do not understand the why or wherefore of their opinion. On the contrary, I agree with Mr. Staunton that *malgré* Black's extra Pawn, White has a very superior position, and that most players would take his game for choice.

In the second place:—

5 Q to Q third

5 Kt to K B third

If 5 $\overline{\text{Kt takes Kt}}$ then 6 $\overline{\text{Q takes Kt}}$ $\overline{\text{Kt to K2}}$, &c.

6 Kt takes Kt best

If 6 Kt to Q², Black takes Knight with Knight, and then plays 7 P to Q⁴ with the better game. If instead of capturing the Knight, at move six, Black were to play 6 B to Q B⁴, White might seemingly escape from all difficulty by 7 P to K Kt³.

6 Q P takes Kt

7 Kt to Q B third

7 B to Q Kt fifth

8 B to Q second

And White has the advantage.

The above variations are given in *Theorie und Praxis*, but the authors, strange to say, pass over without notice the obvious move of 5 Kt to K⁴, which certainly seems to be a stronger reply to 5 Q to Q³ than any of the moves above indicated.

In the third place:—

5 Kt to K B third

This move is one of Mr. G. B. Fraser's many happy inspirations, and, as far as our examination has gone, certainly appears to be equally efficient as either 5 Kt to Q Kt⁵ or 5 Q to Q³.

5 Q takes P ch

6 B to K second

6 Kt to Q Kt fifth

We are at a loss to find any better move for Black. If he play 6 B to Q B⁴ or 6 P to Q⁴, White rejoins with 7 Castles, &c.

7 Kt to Q R third

7 B to Q B fourth

If he play 7 Kt to K B³ or 7 P to Q⁴ White equally answers with 8 Castles.

8 Castles

With a good opening.

GAME IV.

WHITE.

BLACK.

1 P to K fourth

1 P to K fourth

2 Kt to K B third

2 Kt to Q B third

3 P to Q fourth

3 P takes P

4 B to Q B fourth

4 B to Q B fourth

This is generally given as Black's best move, but we are by no means satisfied that it is superior to 4 Kt to KB3 , for which see the Two Knights' Game, where the same position is brought about by
 1 P to K4 2 Kt to KB3 3 B to QB4 4 P to Q4 , &c.

In addition to the moves above indicated, Black may also play
 4 B to QKt5 ch , 4 Q to KB3 and 4 P to Q3 , but all these three defences are slightly inferior, e.g.—

Firstly—4 B to QKt5 ch 5 P to QB3 6 Castles best (6 P takes P 7 P takes QKtP would subject Black to a terrible attack. He may however play 6 P to QB7 with the same result as in the text.) 7 P to QR3 8 P to QKt4 9 Q to QKt3 10 QKt takes P 11 Kt to Q5 12 B takes B and the *Handbuch* now makes White play 12 B to K Kt5 and 13 B takes Kt , after which the game is dismissed as being about even.

Secondly—4 Q to KB3 5 Castles 6 P to QB3 best 7 B to QKt5 with the better position.

Thirdly—4 P to Q3 5 Kt takes P best (If White play 5 P to QB3 or 5 Castles Black replies with 5 B to K Kt5) 6 Q takes Kt 7 Castles 8 B to QKt5 9 B takes Kt 10 P to KB4 , with a good game.

5 Castles

5 P to Q third best

Castling at the fifth move is decidedly inferior to 5 P to QB3 or 5 Kt to K Kt5 . If, in lieu of the move in the text, Black reply with 5 Kt to KB3 we arrive at Max Lange's attack. See page 23. In reply to 5 P to Q3 White has the choice of three lines of play, viz.—

6 P to QB3 (1) 6 P to K5 (2) and 6 P to QKt4 (3), e.g.—

In the first place :—

6 P to Q B third

6 B to K Kt fifth best

7 Q to Q Kt third

White may also play 7 P to QKt4 or 7 B to QKt5 , but, in any case, he must have a bad game.

8 B takes K B P ch

7 B takes Kt

8 K to B sq

9 B takes K Kt

9 R takes B

10 P takes B

10 P to K Kt fourth

And Black has a winning position, do what White may. If he play 11 $\overline{K \text{ to } R \text{ sq}}$, then follows 11 $\overline{Q \text{ to } K \text{ B } 3}$ 12 $\overline{P \text{ to } K \text{ B } 4}$ 13 $\overline{Q \text{ takes } K \text{ t } P}$ 14 $\overline{Q \text{ takes } B \text{ ch}}$ 15 $\overline{P \text{ to } K 5}$ $\overline{P \text{ to } Q \text{ B } 3}$, and wins. Again, if he play 11 $\overline{Q \text{ to } Q \text{ sq}}$ the proper continuation would be 11 $\overline{Q \text{ to } Q 2}$ 12 $\overline{P \text{ to } Q \text{ Kt } 4}$ 13 $\overline{B \text{ to } K \text{ t } 3}$ 14 $\overline{Q \text{ takes } P}$ 15 $\overline{Q \text{ to } K 2}$ $\overline{Q \text{ to } R 6}$, and wins. The above variation occurred between Kolisch and Anderssen. Finally, if White move 11 $\overline{Q \text{ to } K 6}$ Black retorts with 11 $\overline{R \text{ to } K \text{ Kt } 3}$ 12 $\overline{Q \text{ to } K \text{ Kt } 4}$ $\overline{K \text{ to } K \text{ t } \text{sq}}$, and should win.

In the second place :—

6 P to K fifth

Unless properly met, this move will yield White a strong attack.

6 P takes P

Black may also play 6 $\overline{K \text{ t takes } P}$ or 6 $\overline{P \text{ to } Q 4}$, e.g.—

Firstly—6 $\overline{K \text{ t takes } P}$ 7 $\overline{K \text{ t takes } K \text{ t}}$ 8 $\overline{R \text{ to } K \text{ sq}}$ 9 $\overline{P \text{ to } K \text{ B } 4}$, &c.

Secondly—6 $\overline{P \text{ to } Q 4}$ 7 $\overline{B \text{ to } Q \text{ Kt } 5}$ 8 $\overline{B \text{ to } K \text{ Kt } 5}$ 9 $\overline{R \text{ to } K \text{ sq}}$, &c.

7 Kt takes K P

7 Kt takes Kt

8 R to K sq

8 Kt to K second

Apparently Black's best move. If he play 8 $\overline{Q \text{ to } Q 3}$ or 8 $\overline{Q \text{ to } K \text{ B } 3}$ White regains the piece at once, with a good position, by 9 $\overline{P \text{ to } K \text{ B } 4}$.

9 R takes Kt

9 B to Q third

10 R to K fourth

If 10 $\overline{R \text{ to } K \text{ sq}}$, then 10 $\overline{\text{Castles}}$.

10 P to Q B fourth

11 B to Q Kt fifth ch

11 B to Q second

12 B takes B ch

12 Q takes B

And Black maintains his Pawn.

In the third place :—

6 P to Q Kt fourth

This move first occurred, we believe, in a game at the odds of a Knight, between Mr. Morphy and an Amateur. The variation was subsequently tested in actual play by Mr. G. B. Fraser, of Dundee, who at one time entertained a favourable opinion of its merits.

6 B takes P

7 P to Q B third

7 B takes P

This is, we think, preferable to 7 P takes P, which would probably be continued 8 Q to Q Kt 3 9 B to Q Kt 5 10 Kt takes P 11 Kt to Q 5 12 B to Q Kt 2, with a fine attacking position.

8 Kt takes B

8 P takes Kt

9 Q to Q Kt third

9 Q to K B third best

10 R to K sq

It does not appear that White has any better move for maintaining the attack. If he play 10 P to K 5 Black replies with 10 Kt takes P, and speedily obtains the better game.

10 K Kt to K second

11 B to K Kt fifth

Again, I see no better move for White. If he play 11 P to K 5 Black rejoins with 11 Kt takes K P best (not 11 P takes P, on account of 12 B to K Kt 5 13 B takes Kt 14 Kt takes K P, &c.)

11 Q to K Kt third

12 B takes Kt

12 Kt takes B

13 P to K fifth

13 Castles

And White's attack is almost exhausted; at any rate he has no equivalent for the three Pawns he has sacrificed.

GAME IV.

WHITE.

1 P to K fourth

2 Kt to K B third

3 P to Q fourth

4 B to Q B fourth

5 Kt to K Kt fifth

BLACK.

1 P to K fourth

2 Kt to Q B third

3 P takes P

4 B to Q B fourth

5 Kt to K R third best

If 5 Kt to K 4, White rejoins with 6 Kt takes B P with still greater effect. Compare a game between Messrs. Cochrane and Deschappelles, *Handbook*, p 176.

6 Kt takes K B P

6 Kt takes Kt

White may also play 6 Q to K R 5, and 6 Castles, the consequences of which will be briefly examined in Game VI.

7 B takes Kt ch

7 K takes B

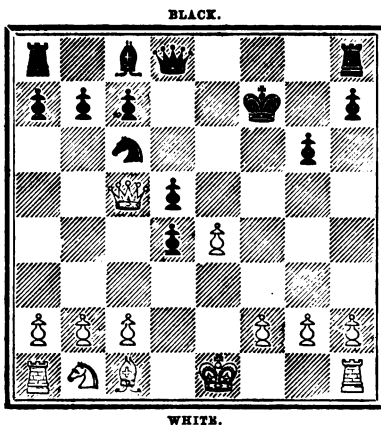
8 Q to R fifth ch

8 P to K Kt third

9 Q takes B

If instead of capturing the Bishop at once White play, as recommended by Mr. STAUNTON, 9 $\overline{Q \text{ to } Q 5 \text{ ch}}$, then follows, 9 $\overline{K \text{ to } Kt 3}$ 10 $\overline{Q \text{ takes B}}$ $\overline{P \text{ to } Q 3 \text{ best}}$ with at least an equal game. It is worthy of remark that after the check of the Queen at the ninth move 10 $\overline{P \text{ to } Q 3}$ or 10 $\overline{R \text{ to } Ksq}$ constitutes a better defence than 10 $\overline{P \text{ to } Q 4}$.

9 P to Q fourth



Position after Black's ninth move.

The move of 9 $\overline{P \text{ to } Q 4}$ was originally suggested by M. Schumoff, and, although its merits, as we think, have been somewhat over-rated, is probably the best line of play Black can adopt. We extract the following variations from an analysis of the position by Messrs. JAENISCH and SCHUMOFF, published in Vol. IX. of the *Chess Player's Chronicle*.

In reply to 9 $\overline{P \text{ to } Q 4}$ White has the choice of six different moves, viz. :—

10 $\overline{Q \text{ takes P ch}}$ ⁽¹⁾ 10 $\overline{P \text{ takes Q P}}$ ⁽²⁾ 10 $\overline{P \text{ to } K 5}$ ⁽³⁾ 10 $\overline{P \text{ to } K B 3}$ ⁽⁴⁾
 10 $\overline{Q Kt \text{ to } Q 3}$ ⁽⁵⁾ and 10 $\overline{\text{Castles}}$. ⁽⁶⁾

Firstly—

10 Q takes P ch
 11 P takes Q
 12 K to Q sq best
 13 B to Q second

10 Q takes Q
 11 K R to K sq ch
 12 Kt to Q Kt fifth

If 13 $\frac{P \text{ to } Q \text{ B } 4}{P \text{ takes } P \text{ en pass}}$ 14 $\frac{Kt \text{ takes } P}{B \text{ to } K \text{ B } 4}$ 15 $\frac{P \text{ to } Q \text{ R } 3}{Kt \text{ takes } P}$ 16 $\frac{Kt \text{ takes } Kt}{R \text{ to } Q \text{ sq}}$, &c.

13 Kt takes Q P

14 Kt to Q R third

14 B to K B fourth

15 R to K sq

With a very inferior game.

If 15 $\frac{Q \text{ Kt to } Kt \text{ 5}}{Q \text{ R to } Q \text{ sq}}$ 16 $\frac{Kt \text{ takes } Q \text{ P}}{Kt \text{ to } B \text{ 5}}$ 17 $\frac{Kt \text{ takes } B}{R \text{ to } K \text{ 7}}$, and wins.

Secondly—

10 P takes Q P

10 R to K sq ch

11 K to Q sq

11 K R to K fourth

12 P to Q B fourth

12 Q to R fifth

13 Q to Q R third best

13 B to Kt fifth ch

14 P to B third

14 Q to K B seventh

15 B to Q second

15 Q takes K Kt P

If 15 $\frac{Q \text{ to } Q \text{ 3}}{Kt \text{ to } Kt \text{ 5}}$, &c.

16 K R to K square

16 B takes P ch

And wins.

Thirdly—

10 P to K fifth

10 K R to K square

11 P to K B fourth

11 Kt takes P

12 P takes Kt

12 R takes P ch

And wins.

Fourthly—

10 P to K B third

10 P takes P

11 P takes P

11 Q to R fifth ch

12 K to B sq best

12 K R to B sq

13 Kt to Q second best

13 K to Kt second dis ch

14 Kt to B third

14 Q takes P

With a Pawn more, and a better position.

Fifthly—

10 Q Kt to Q second

10 K R to K sq

11 P to K B third

11 P takes P

12 Kt takes P best

12 Q to R fifth ch

13 K to B sq best

13 R to K fourth

If now 14 $\frac{Q\ B\ to\ Kt\ 5}{R\ takes\ Q}$ 15 $\frac{B\ takes\ Q}{R\ takes\ Kt\ P}$, &c. If 14 $\frac{Kt\ to\ Kt\ 5\ ch}{K\ to\ Kt\ 2}$, in each case with a superior game.

Sixthly—

10 Castles best

10 $\frac{B}{P}$ to K third

If 10 $\frac{P\ takes\ P}{P\ takes\ P}$, the following is a probable continuation:—

11 $\frac{P\ to\ QB\ 3}{R\ to\ K\ sq\ best}$ 12 $\frac{P\ takes\ P}{Q\ takes\ P}$ 13 $\frac{Q\ to\ K\ Kt\ 5}{B\ to\ KB\ 4}$ 14 $\frac{B\ to\ Q\ 2}{Kt\ to\ K\ 4}$ 15 $\frac{B\ to\ QB\ 3}{P\ to\ K\ 7}$, &c.

11 P to Q B third

11 P takes K P

The German *Handbuch* now continues—12 $\frac{P\ to\ KB\ 3}{P\ to\ K\ 6}$ 13 $\frac{P\ takes\ P}{P\ to\ K\ 7}$ 14 $\frac{R\ to\ K\ sq}{Q\ takes\ P\ ch}$, &c. which is justly condemned by Mr. STAUNTON (*Praxis*, p 219), who recommends instead, 12 $\frac{P\ takes\ P}{Q\ takes\ P}$ 13 $\frac{Q\ to\ K\ Kt\ 5}{Q\ takes\ P}$, &c. as in the previous example.

GAME VI.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 P to Q fourth
- 4 B to Q B fourth
- 5 Kt to K Kt fifth
- 6 Q to K R fifth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 P takes P
- 4 B to Q B fourth
- 5 Kt to K R third

White might also Castle at this point, e.g.—6 $\frac{Castles}{P\ to\ Q\ 3}$ 7 $\frac{P\ to\ KB\ 3}{B\ to\ Q\ 3}$ 8 $\frac{P\ to\ QB\ 3}{Q\ to\ KB\ 3}$ 9 $\frac{K\ to\ R\ sq}{Castles\ Q\ R}$ 10 $\frac{P\ to\ KB\ 4}{P\ to\ KB\ 4}$, with a well opened game. The above moves occurred in a game by correspondence between the Clubs of Edinburgh and Dundee.

6 Q to K second

This is preferable to 6 $\frac{Q\ to\ KB\ 3}{Q\ to\ KB\ 3}$.

7 Castles

7 P to Q third

8 P to K R third

8 B to Q second

This is Black's best move; 8 $\frac{Kt\ to\ K\ 4}{Kt\ to\ K\ 4}$ is very inferior.

9 P to K B fourth

9 Castles Q R

And Black preserves the Gambit Pawn, with at least an equal position.

CHAPTER VIII.

THE EVANS GAMBIT.

1 <u>P to K 4</u> P to K 4	2 <u>Kt to KB 3</u> Kt to QB 3	3 <u>B to QB 4</u> B to QB 4	4 <u>P to Q Kt 4</u> B takes P	5 <u>P to QB 3</u> B to QB 4	
6 <u>P to Q 4</u> P takes P	7 Castles P to Q 4	8 <u>P takes P</u> B to Q Kt 3	9 <u>B to Q Kt 3</u>	...	...
9 <u>P to Q 5</u>	...	...	...	...	...
9 <u>Kt to QB 3</u>	...	...	...	...	...
9 <u>Kt to QB 3</u> B to K Kt 5	10 <u>Q to QR 4</u>	...	...	...	...
9 <u>B to QR 3</u>					
9 <u>R to K sq</u>					
9 <u>P to KR 3</u>					
9 <u>P to QR 4</u>					
7 <u>P takes P</u> B to Q Kt 3	and 7 <u>B to Q Kt 5 ch</u>	...	...	...	...
5 <u>B to QR 4</u>	6 <u>P to Q 4</u> P takes P	7 Castles P to Q 3	...	...	...
		7 <u>Kt to KB 3</u>	...	...	...
	6 Castles Kt to KB 3	...	...	...	...
		7 <u>Kt to K Kt 5</u>	...	...	...
		7 <u>P takes Q B P</u>	...	...	...
1 <u>P to K 4</u> P to K 4	2 <u>Kt to KB 3</u> Kt to QB 3	3 <u>B to QB 4</u> B to QB 4	4 <u>P to Q Kt 4</u> B to Kt 3	5 <u>P to Q Kt 5</u>	...
5 <u>P to QR 4</u>	...	...	...	...	...
4 <u>P to Q 4</u>	...	...	...	...	...

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 P to Q Kt fourth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 B takes P

Black may also decline the Gambit by retiring the Bishop to Queen's Knight's third, or may adopt the counter Gambit of 4 P to Q 4, for the consequences of which see Games XIII., XIV. and XV.

5 P to Q B third

5 B to Q B fourth

The retreat of the Bishop is a *vexata questio*. In the early days of the Evans Gambit most of the authorities pronounced in favour

of Bishop to Q R fourth; but, subsequently, the move was abandoned in favour of 5 B to Q B 4 , which, until a comparatively recent period, was unanimously accepted as embodying the true defence to the Gambit. Of late, however, there seems to be a tendency to recur to the old move of 4 B to Q R 4 , for which see Games VIII.—XII.

The weaker defences of 5 B to K 2 and 5 B to Q 3 may be briefly disposed of.

Firstly— 5 B to K 2 6 P to Q 4 6 P takes P (if 6 P to Q 3 7 Q to Q Kt 3) 7 P takes P
 8 K to B sq 9 P to Q R 3 10 P to Q 5 11 P to K 5 , with a fine game.

Secondly— 5 B to Q 3 6 P to Q 4 7 Castles (Black might also play, as suggested by Mr. LONG—*Key to the Chess Openings*, p 81— 7 P to K B 3 or 7 Kt to Q R 4 , but neither would improve his position). 8 R to K sq , with a strong game. If instead of 8 R to K sq White play 8 Kt to K Kt 5 , Black may escape from his thralldom by giving up a piece for three Pawns, e.g.—

8 Kt to Kt 5 9 P to K B 4 10 P to K 5 11 P takes B 12 B to Q Kt 3 , &c.

6 P to Q fourth

6 P takes P

It is practically immaterial whether White play 6 P to Q 4 or 6 Castles , the transposition of the moves leading, with the best play, to the same result.

7 Castles

White may also take Pawn with Pawn at once. See Game VII.

$7 \text{ P to Q third best}$

If 7 P takes P , then 8 P to K 5 , and if 7 Kt to K B 3 , White replies with either 8 B to Q R 3 or 8 P to K 5 , having in each case a winning position. Finally, if Black play 7 P to Q 6 , White rejoins with 8 Kt to K Kt 5 , &c.

8 P takes P

$8 \text{ B to Q Kt third}$

The above constitute, according to the authors of *Theorie und Praxis*, the eight "normal moves" of the Opening. White has now the choice of several lines of play, the most noticeable of which are the following:—

9 B to Q Kt 2 GAME I.

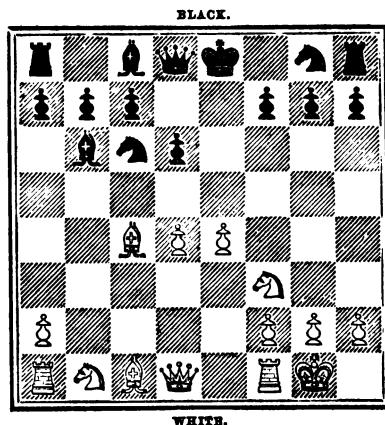
9 P to Q 5 GAME II.

9 Kt to Q B 3 GAME III., IV. AND V.

According to the modern theory of the Opening, it is immaterial which of these three lines of attack White may select at the ninth move; since with the best continuation on both sides, all three should lead to the same result. Practically however 9 P to Q 5 is entitled to some slight preference, from the fact that it limits the

choice of the defence. In addition to the three leading moves above indicated, White may also move 9 B to QR3 9 R to Ksq 9 P to KR3 and 9 P to QR4, for which see Game VI.

In order to avoid a needless repetition of the opening moves we append a diagram of the position after Black's eighth move, and shall now proceed to examine the three leading lines of attack above indicated under the head of games I., II., III., IV. and V.



Position after Black's eighth move.

GAME I.

9 B to Q Kt second

9 Kt to Q R fourth

This move of 9 Kt to QR4 has latterly come into vogue as the key to the defence, whatever form of attack the first player may adopt at the ninth move. It is somewhat remarkable that 9 Kt to QR4, which was originally adopted by La Bourdonnais against Macdonnell, and subsequently condemned, on the ground that it "placed the Knight out of play," by every writer on the game for upwards of a quarter of a century, should have once more found favour as the recognised defence. In addition however to 9 Kt to QR4, Black may play 9 Kt to KB3 9 B to KKt5 9 K Kt to K2, all of which will be touched upon anon. (See page 79, &c.)

10 P to Q fifth

10 Kt to K second

This is generally considered to be Black's best line of defence. If he play instead 10 Kt to KB3, White may rejoin with 11 B takes Kt or B to Q3 11 P to K5. (See pp 79-80.)

11 B to Q third

Taking the K Kt P would be immediately disastrous, *e.g.*—

- 11 $\frac{B \text{ takes } K \text{ Kt } P}{R \text{ to } K \text{ Kt } sq}$ 12 $\frac{B \text{ to } Q 4}{Kt \text{ takes } B}$ 13 $\frac{Q \text{ to } Q R 4 \text{ ch}}{Q \text{ to } Q 3}$ 14 $\frac{Q \text{ takes } Kt}{B \text{ takes } K \text{ Kt } P \text{ ch}}$
 15 $\frac{K \text{ to } R \text{ sq } \text{best}}{Q \text{ to } K R 6}$, and Black will win.

11 Castles

12 Kt to Q B third

12 Kt to K Kt third

Black's twelfth move has the sanction of all the German authorities, but he may also play, we believe without any marked disadvantage 12 $\frac{P \text{ to } Q B 3}{B \text{ to } K Kt 3}$ and 12 $\frac{P \text{ to } K B 4}{B \text{ to } K Kt 3}$, *e.g.*—

Firstly.—12 $\frac{P \text{ to } Q B 3}{B \text{ to } K Kt 3}$ 13 $\frac{Q \text{ to } Q 3}{Kt \text{ to } K Kt 3}$ 14 $\frac{Kt \text{ to } K 3}{B \text{ to } Kt 5}$ 15 $\frac{Kt \text{ to } Kt 3}{R \text{ to } Q B \text{ sq}}$, and Black has no inferiority. The above formed the opening move of a game between Messrs. Blackburne and Steinitz.

Secondly.—12 $\frac{P \text{ to } K B 4}{B \text{ to } K Kt 3}$ 13 $\frac{Kt \text{ to } K 3}{B \text{ takes } Kt}$ 14 $\frac{P \text{ takes } B}{Kt \text{ to } K Kt 3}$ 15 $\frac{P \text{ to } K B 4}{Q \text{ to } R 5}$
 16 $\frac{Kt \text{ to } Kt 3}{P \text{ to } K B 3 \text{ best}}$ with a safe position.

Thirdly.—12 $\frac{P \text{ to } K B 4}{B \text{ to } K Kt 3}$ 13 $\frac{Kt \text{ to } K Kt 5}{Q \text{ to } K \text{ sq } \text{best}}$ 14 $\frac{Kt \text{ to } K 6}{B \text{ takes } Kt}$ 15 $\frac{P \text{ takes } B}{P \text{ to } K B 6}$
 16 $\frac{Kt \text{ to } Q 5}{Kt \text{ to } Kt 3}$ 17 $\frac{Q \text{ to } K Kt 4}{Kt \text{ to } K 4}$, and Black has little inferiority.

13 Kt to K second

13 P to Q B fourth

Instead of 13 $\frac{Kt \text{ to } K 2}{Q \text{ to } K \text{ sq } \text{best}}$, White might try 13 $\frac{Kt \text{ to } Q R 4}{Q \text{ to } K \text{ sq } \text{best}}$, as suggested by ANDERSEN, with the object of getting rid of the adverse King's Bishop, but, though a promising line of play, it is not nearly so effective as the move in the text. The authorities pronounce unanimously in favour of Black's 13th move, the invention of which has been erroneously attributed to Mr. Paulsen*. I confess I have a very

* A game between Messrs. Kolisch and Paulsen, at the Bristol Chess Congress in 1861, has always been referred to as the first recorded illustration of this form of the defence. Strange to say, all the commentators have overlooked a consultation *partie*, played in the Spring of 1858, and published shortly afterwards in the *Field*, in which Messrs. Bird and Owen adopted this identical defence, with success, against Messrs. Staunton and Barnes. After the "eight normal moves," the game in question proceeded:—

- | | |
|----------------|-----------------|
| 9 P to Q 5 | 9 Kt to Q R 4 |
| 10 B to K 2 | 10 Kt to K 2 |
| 11 B to Q Kt 2 | 11 P to K B 3 |
| 12 Q to Q 2 | 12 Castles |
| 13 Kt to Q 4 | 13 Kt to K Kt 3 |
| 14 K to R sq | 14 B to Q 2 |
| 15 P to K B 4 | 15 P to Q B 4 |

And the defence subsequently played B to Q B 2 and P to Q Kt 4. *Pereant qui ante nos, &c.*

poor opinion of its merits, and infinitely prefer Mr. Steinitz's move of 13 $\overline{P \text{ to } Q B 3}$.

14 Q to Q second

This is generally considered to be White's strongest move. If he play instead 14 $\overline{R \text{ to } Q B sq}$ followed by 15 $\overline{R \text{ to } Q B 3}$ with the intention of bringing the Rook over to the King's side—a mode of play first adopted by Mr. Mackenzie against Mr. Stanley, the correct continuation appears to be 14 $\overline{R \text{ to } Q B sq}$ $\overline{P \text{ to } K B 3}$ 15 $\overline{R \text{ to } Q B 3}$ $\overline{B \text{ to } K Kt 5}$, &c.

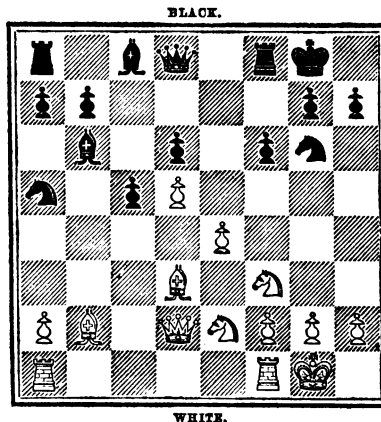
14 P to K B third

The *coup juste*, according to Anderssen, though there does not appear to be any valid reason why it cannot be played with the same advantage on the following move. The advance of the Pawn to King's Bishop's third is however an essential feature of the defence, and cannot be postponed beyond the fifteenth move, as will be seen from the following fragment between Anderssen and Steinitz:—14 $\overline{B \text{ to } Q 3}$ 15 $\overline{Kt \text{ to } K Kt 3}$ $\overline{B \text{ to } Q B 3}$ 16 $\overline{B \text{ takes } K Kt P}$, winning the "exchange" at least.

White has now several methods of continuing the attack, the most important of which are—

15 $\overline{K \text{ to } R sq}$ (1) 15 $\overline{B \text{ to } Q B 3}$ (2) and 15 $\overline{R \text{ to } Q B sq}$ (3)

Which we will touch upon *seriatim*.



Position after Black's fourteenth move.

In the first place :—

15 K to R sq

15 B to Q B second

A game between Messrs. Kolisch and Paulsen, in which this form of the defence first attracted attention, was continued 15 $\overline{B\ to\ Q\ 2}$ 16 $\overline{Q\ R\ to\ B\ sq}$ 17 $\overline{Kt\ to\ K\ sq}$ 18 $\overline{P\ to\ K\ B\ 4}$ 19 $\overline{B\ to\ Q\ Kt\ sq}$ 20 $\overline{R\ takes\ P}$ $\overline{P\ to\ Q\ R\ 3}$ $\overline{B\ to\ Q\ Kt\ 4}$ $\overline{P\ to\ Q\ B\ 5}$ $\overline{Kt\ to\ Q\ B\ 5}$, and Black ultimately won the game. In the foregoing variation White would probably have done better to play 17 $\overline{Kt\ to\ K\ Kt\ 3}$ instead of 17 $\overline{Kt\ to\ K\ sq}$. Mr. Lowenthal also suggests 16 $\overline{B\ to\ Q\ B\ 3}$ in lieu of 16 $\overline{Q\ R\ to\ B\ sq}$.

16 Q R to B sq

16 R to Q Kt sq

The leading German authorities pronounce this to be a stronger move for Black than 16 $\overline{P\ to\ Q\ R\ 3}$, but the superiority is not immediately apparent. A fine game between Herren Schallopp and Minckwitz was continued—16 $\overline{P\ to\ Q\ R\ 3}$ 17 $\overline{Kt\ to\ Kt\ sq}$ 18 $\overline{P\ to\ K\ B\ 4}$ 19 $\overline{Kt\ to\ Kt\ 3}$ 20 $\overline{K\ Kt\ to\ K\ 2}$, &c.

17 Kt to K Kt third

We prefer this move to 17 $\overline{Kt\ to\ K\ sq}$ or 17 $\overline{Kt\ to\ K\ Kt\ sq}$, in reply to which Black might play with advantage 17 $\overline{Kt\ to\ K\ 4}$ or 17 $\overline{P\ to\ Q\ Kt\ 4}$.

17 P to Q Kt fourth

The correct reply. If Black play instead 17 $\overline{Q\ to\ K\ sq}$, White rejoins with 18 $\overline{Kt\ to\ Q\ 4}$; and if 17 $\overline{R\ to\ K\ B\ 2}$, with 18 $\overline{Kt\ to\ K\ B\ 5}$.

18 Kt to K B fifth

This move has the sanction of Anderssen and the *Handbuch*, but it is questionable whether 18 $\overline{Kt\ to\ K\ sq}$, though less showy, is not really preferable.

18 P to Q B fifth best

If 18 $\overline{B\ takes\ Kt}$ 19 $\overline{P\ takes\ B}$ 20 $\overline{B\ takes\ Kt}$ 21 $\overline{Kt\ to\ K\ Kt\ 5}$, with a strong position.

19 B to K second.

This retreat is decidedly preferable to 19 $\overline{B\ to\ Q\ Kt\ sq}$. The latter would be continued—19 $\overline{P\ to\ Q\ Kt\ 5}$ 20 $\overline{B\ to\ Q\ 4}$ 21 $\overline{R\ to\ K\ Kt\ sq}$ 22 $\overline{Q\ to\ Q\ sq}$ $\overline{Kt\ to\ Q\ B\ 5}$, &c.

	19 P to Q Kt fifth
20 B to Q fourth	20 P to Q B sixth
21 Q to Q sq best	21 B to Q Kt third
22 P to Q R third	

And the game may be dismissed as even.

In the second place :—

15 B to Q B third

White now threatens to play 16 Q R to Kt sq and 17 R to Q Kt 5.

15 B to Q B second

If 15 Kt to K 4, then follows 16 Kt takes Kt
B P takes Kt 17 K to R sq, with the better game, since Black cannot now reply with 17 Q to K R 5, as in a subsequent variation, on account of the following, *e.g.*—

17 Q to K R 5 18 B takes Kt
R to K B 3 19 B takes B
R to R 3 20 Q takes R
Q takes Q 21 B to Q R 5
and White has the superiority.

16 Kt to K Kt third

16 P to Q R third

Black's best reply. If he play 16 P to Q B 5, then we have 17 B to Q B 2
P to Q Kt 4 18 Kt to Q 4
P to Q R 3 19 P to Q R 4, and Black's Pawns on the Queen's flank will be broken up.

17 Kt to K B fifth

17 B takes Kt

This capture is almost compulsory, as White threatened to win a Pawn by taking Queen's Pawn with Knight.

18 P takes B

18 Kt to K fourth

19 Kt takes Kt

19 K B P takes Kt

Retaking with Queen's Pawn would be still more disastrous, *e.g.*—

19 Q P takes Kt 20 P to Q 6
B to Q Kt 3 21 R to Q Kt sq
Kt to Q B 3 22 B to Q B 4 ch
K to R sq 23 B to K 6, with a decisive advantage.

20 P to K B fourth

20 P to Q Kt fourth

21 P takes P

21 P to Q Kt fifth

22 P to K B sixth

With a winning position.

The above moves occurred in a game by correspondence between

Herren Schallopp and Minckwitz, published in the *Schachzeitung*, 1871, p 159.

In the third place:—

15 R to Q B sq

This is not so strong as either 15 K to R sq or 15 B to Q B 3, just examined.

15 Kt to K fourth

The correct reply.

If 15 B to Q 3, then follows 16 $\frac{\text{Kt to K Kt 3}}{\text{B to Q B 2}}$ 17 $\frac{\text{Kt to K B 5}}{\text{P to Q Kt 4}}$ 18 $\frac{\text{P to K Kt 4}}{\text{Kt to K 4}}$
19 $\frac{\text{Kt takes Kt}}{\text{B P takes Kt}}$ 20 P to K B 4, and White should win.

16 Kt takes Kt

16 B P takes Kt

White's best move now appears to be 17 B to Q B 3, which however is less advantageous for him at this point than when played at the 15th move, as in the variation just examined, 15 R to Q B sq, when followed by 17 B to Q B 3, being practically "lost time" for the first player. If, instead of 17 B to Q B 3, White play 17 Kt to K Kt 3, Black rejoins with 17 Q to K B 6, and if he play 17 K to R sq, the following is probable:—

17 K to R sq

17 Q to K R fifth

18 { P to K B fourth or
B to Q B third

18 R to K B third

And Black has a winning superiority.

It is of course impossible in a work of the present limited scope and character to give more than a faint outline of this interesting phase of the Gambit, which we have termed the "Normal Opening," if indeed the "infinite variety" of the Evans did not render any approach to exhaustive treatment a hopeless undertaking. The foregoing variations however will, I believe, be found to comprise the leading form of attack and defence as established and accepted by the best modern authorities—the result of which would seem to give weight to the growing belief that the Evans, or at any rate that phase of it springing from 5 B to Q B 4, is theoretically indefensible. I confess I do not share this view. If, indeed, no more

satisfactory defence is to be found than that proposed by Mr. Paulsen, the advocates of the invincibility of the Evans have, I grant, a strong case; but I have long been of opinion—*valeat tantum*—that the force of the counter attack resulting from P to Q B fourth has been vastly overrated, and that the advance of the Pawns on the Queen's side is altogether too tardy a process to be effectual as a diversion of the strong attack which the first player is able to set up on the royal flank. For my own part, as I have before stated, I greatly prefer the defence springing from playing P to Q B *third*, at the right moment, as proposed by Mr. Steinitz.

Before leaving this branch of the opening we will briefly review the other replies to 9 B to Q Kt 2 which Black has at his command, in addition to 9 Kt to Q R 4 just examined. We repeat the opening moves.

WHITE.	BLACK.
1 P to K fourth	1 P to K fourth
2 Kt to K B third	2 Kt to Q B third
3 B to Q B fourth	3 B to Q B fourth
4 P to Q Kt fourth	4 B takes P
5 P to Q B third	5 B to Q B fourth
6 P to Q fourth	6 P takes P
7 Castles	7 P to Q third
8 P takes P	8 B to Q Kt third
9 B to Q Kt second	

In addition to 9 Kt to Q R 4, Black, as we have before remarked, has the choice of three different defences, viz.—

9 Kt to K B 3 ⁽¹⁾ 9 B to K Kt 5 ⁽²⁾ and 9 K Kt to K 2 ⁽³⁾

In the first place :—

9 Kt to K B third

In the opinion of Mr. Zukertort, this old-fashioned move is the strongest reply to 9 B to Q Kt 2.

10 P to Q fifth

If 10 Q Kt to Q 2 ^{Castles} 11 P to K 5 ^{Kt to K sq} 12 Q to Q B 2 ^{P to Q 4} 13 B to Q Kt 5 ^{Kt to K 2} 14 Kt to K Kt ^{B to K B 4}
15 B to Q 3, with a good position.

If 10 $\frac{Q \text{ to } Q B 2}{\text{Castles}}$ 11 $\frac{P \text{ to } K 5}{Kt \text{ to } K sq}$, &c.

If 10 $\frac{P \text{ to } K 5}{P \text{ takes } P}$ 11 $\frac{B \text{ to } Q R 3}{B \text{ to } K 3}$ 12 $\frac{B \text{ takes } B}{P \text{ takes } B}$ 13 $\frac{Q \text{ to } Q Kt 3}{Kt \text{ to } Q 4}$ 14 $\frac{P \text{ takes } P}{Q \text{ to } Q 2}$

with a greatly superior game.

10 Kt to K second

If he play 10 $\frac{Kt \text{ to } Q R 4}{Kt \text{ to } Q R 4}$, White may continue 11 $\frac{P \text{ to } K 5}{P \text{ takes } P}$
12 $\frac{B \text{ to } Q R 3}{B \text{ to } Q R 3}$, &c.

11 B takes Kt

11 P takes B

White may also play 11 $\frac{P \text{ to } K 5}{P \text{ to } K 5}$, but we prefer the move in the text.

12 Kt to K R fourth

This appears to be his strongest move, but he may play also
12 $\frac{Kt \text{ to } Q 4}{Kt \text{ to } Q 4}$ or 12 $\frac{Kt \text{ to } Q 2}{Kt \text{ to } Q 2}$.

12 Castles

13 Q to K R fifth

If 13 $\frac{Kt \text{ to } Q 2}{P \text{ to } K B 4}$ 14 $\frac{Q \text{ to } R 5}{Kt \text{ to } Kt 3}$ 15 $\frac{Kt \text{ takes } P}{B \text{ takes } Kt}$ 16 $\frac{P \text{ takes } B}{Q \text{ to } R 5}$ 17 $\frac{Q \text{ takes } Q}{Kt \text{ takes } Q}$
18 $\frac{P \text{ to } K Kt 4}{P \text{ to } K Kt 4}$, and White has rather the better game. See *Chess Player's Quarterly*, Vol. II. p 341-2.

If 13 $\frac{Kt \text{ to } Q B 3}{P \text{ to } K B 4}$ 14 $\frac{Q \text{ to } K R 5}{Q \text{ to } K R 5}$, &c.

14 Kt to Q second

13 K to R sq

14 Kt to K Kt third

15 Kt to B fifth

15 B takes Kt

16 P takes B

16 Kt to K 4

and we prefer Black's game.

In the second place :—

10 B to Q Kt fifth

9 B to K Kt fifth

10 K to B sq

Seemingly Black's best reply; at any rate far better than retiring the Bishop to Queen's second, e.g.—10 $\frac{B \text{ to } Q 2}{B \text{ to } Q 2}$ 11 $\frac{P \text{ to } Q 5}{Kt \text{ to } K 4}$ 12 $\frac{B \text{ takes } Kt}{P \text{ takes } B}$
13 $\frac{B \text{ takes } B ch}{Q \text{ takes } B}$ 14 $\frac{Kt \text{ takes } K P}{Kt \text{ takes } K P}$, and White has recovered the Gambit Pawn with a fine game. If, in lieu of 10 $\frac{K \text{ to } B sq}{K \text{ to } B sq}$ or 10 $\frac{B \text{ to } Q 2}{B \text{ to } Q 2}$, Black play 10 $\frac{Q \text{ to } K B 3}{Q \text{ to } K B 3}$, White rejoins with 11 $\frac{Q \text{ to } Q B sq}{Q \text{ to } Q B sq}$.

11 B takes Kt

11 P takes B

12 Q Kt to Q second

12 P to K B third

The above defence was suggested, many years ago, in a letter to the *Chess Player's Chronicle* (Vol. V. p 317), by VON DER LASE,

who dismisses the variation with the remark, "Black has not an easy game, but I think he will not lose the Pawn, and that by degrees he may come out of the crowd." For examples of this defence compare *Chess Player's Chronicle* (Vol. VIII. pp 265-281).

In the third place :—

9 Kt to K second

This defence has been unjustly condemned. The first player has no better reply than 10 P to Q 5, to which Black rejoins with 10 Kt to Q R 4, and we arrive at a position just examined. See pp 73-74. At first sight it appears that White might obtain a winning attack by 10 Kt to K Kt 5, but a little examination will show that this is not the case, *e.g.*—

- 10 Kt to Kt fifth
- 11 P takes P
- 12 P to Q sixth best
- 13 P takes K Kt best

- 10 P to Q fourth
- 11 Kt to Q R fourth
- 12 Kt takes B

If 13 Q to R 4 ch 13 Kt to Q B 3, &c.

14 Kt to Q B third

- 13 Q to Q fourth
- 14 Q takes K Kt best

If 14 Kt takes B 15 Kt takes Q 16 Q R takes Kt, and the position is slightly in White's favour.

- 15 Q to R fourth ch
- 16 Q takes Kt
- 17 P to K Kt third
- 18 K takes B best

- 15 P to Q B third
- 16 B to R sixth
- 17 B takes R

And White has no adequate equivalent for the loss of the "exchange."

GAME II.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 P to Q Kt fourth
- 5 P to Q B third
- 6 P to Q fourth
- 7 Castles
- 8 P takes P
- 9 P to Q fifth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 B takes P
- 5 B to Q B fourth
- 6 P takes P
- 7 P to Q third
- 8 B to Q Kt third

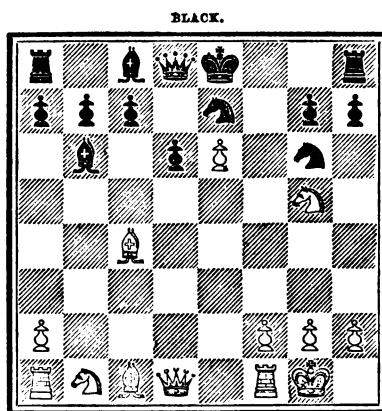
Black has now the choice of two feasible replies (9 $\overline{\text{Kt to K 4}}$ and 9 $\overline{\text{Q to K B 3}}$ are obviously bad), viz. :—

9 $\overline{\text{Q Kt to K 2}}$ and 9 $\overline{\text{Kt to Q R 4}}$.

In the first place :—

		9 $\overline{\text{Q Kt to K second}}$
10 P to K fifth		10 $\overline{\text{Kt to K Kt third}}$
If 10 $\overline{\text{B to K Kt 5}}$	11 $\overline{\text{Q to R 4 ch}}$ B to Q 2	12 $\overline{\text{Q to Kt 3}}$ Kt to K Kt 3
11 P to K sixth		13 $\overline{\text{Kt to Q B 3}}$, &c.
12 P takes P		11 P takes P
13 Kt to K Kt fifth		12 K Kt to K second

This move is condemned indirectly, by the German *Handbuch*, as being inferior to 13 $\overline{\text{Kt to Q B 3}}$, to which Black's best reply is 13 $\overline{\text{P to K R 5}}$. We confess we do not see the inferiority of 13 $\overline{\text{Kt to Kt 5}}$, and submit the following continuation which, at least, has the merit of novelty.



Position after White's thirteenth move.

14 Q to K R fifth

13 Castles

The authors of *Theorie und Praxis* recommend 14 $\overline{\text{Kt to Q B 3}}$ at this point.

14 P to K R third

The *Handbuch* now continues — 15 $\overline{\text{Kt to B 7}}$ 16 $\overline{\text{P takes R ch}}$
 R takes Kt best K to R 2
 17 $\overline{\text{B to Q 3}}$ 18 $\overline{\text{B to K Kt 5}}$ 19 $\overline{\text{R to K sq}}$ and Black is said to have
 B to K 3 Q B takes B P K to Kt sq'
 the better game.

Instead of 15 Kt to KB7, however, we believe White may play with, at least, equal advantage 15 Q takes Kt, *e.g.*—

15 Q takes Kt	15 Kt takes Q
16 P to K 7 dis ch	16 P to Q fourth best
17 P takes Q becoming a Qn.	17 R takes Q
18 R to Q sq	18 P takes Kt

Black has, apparently, no better reply. If he play 18 P to QB3 White answers with 19 B to Q3, and if 18 B to K Kt 5, with 19 R takes QP

19 B takes P ch	19 K to R second
20 B takes K Kt P	20 R to KB sq
21 B to K third	

White has recovered the Gambit Pawn, with no marked inferiority of position.

In the second place:—

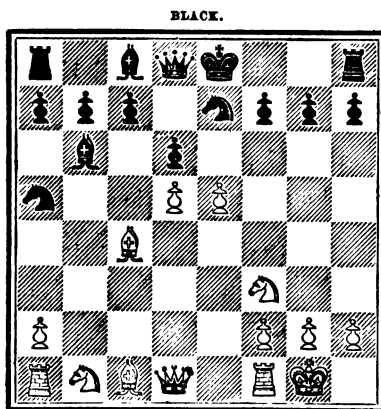
9 Kt to Q R fourth.

10 P to K fifth

If White play 10 B to Q Kt 2 or 10 B to Q3, Black rejoins with 10 Kt to K2, and we arrive at the same position examined in Game I.

10 Kt to K second

We believe this to be the best move at Black's command. Taking Bishop with Knight is very inferior, *e.g.*—11 Kt takes B, 12 Q to R4 ch 13 Q takes Kt 14 Kt takes P, with a fine game.



Position after Black's tenth move.

11 P to K sixth

This is apparently the most attacking line of play, but White may also move 11 B to Q Kt 5 ch and 11 P takes P, which we will briefly dispose of, e.g.—

Firstly—11 B to Q Kt 5 ch B to Q 2 best 12 B takes B ch Q takes B 13 P to K 6 P takes P 14 P takes P Q takes P
 15 B to K Kt 5 Q Kt to B 3 16 B to K sq Q to K B 2 17 Q to K 2 Castles K R 18 B takes Kt K R to K sq 19 Kt to Kt 5 Q takes B, with a winning game.

Secondly—11 P takes P P takes P best 12 B to Q 3 Castles, and Black retains the Gambit Pawn with a safe game, for if White now play 13 Q to Q B 2, then follows 13 P to K B 4. If 13 Kt to K Kt 5 13 P to K R 3, and if 13 B to Q Kt 2 13 B to K B 4, Black remaining in every case with a good defensive position.

11 Castles

12 P takes P ch

12 R takes P

13 Kt to Kt fifth

If 13 B to Q 3 13 B to K B 4, with a safe game.

13 Kt takes B

14 Q to Q B second

14 Kt to K fourth best

15 Q takes R P ch

15 K to B sq

16 Q to R 8 ch

If 16 B to Q Kt 2 16 R to K B 4, &c.

16 Kt to Kt sq

17 Kt to R seventh ch

If 17 Kt takes R, then 17 Kt takes Kt, and Black has two pieces for the "exchange," and a superior position.

17 K to K second

18 Kt to Q B third

If 18 B to K Kt 5 ch 18 Kt to K B 3.

18 B to Q 5

and White has no attack to compensate him for the piece he has sacrificed.

GAME III.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 P to Q. Kt fourth
- 5 P to Q B third
- 6 P to Q fourth
- 7 Castles
- 8 P takes P
- 9 Kt to Q B third

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 B takes P
- 5 B to Q B fourth
- 6 P takes P
- 7 P to Q third
- 8 B to Q Kt third

Black has now the choice of three lines of defence, viz.—

- 9 $\overline{\text{Kt to Q R 4}}$ ⁽¹⁾ 9 $\overline{\text{B to K Kt 5}}$ ⁽²⁾ 9 $\overline{\text{Kt to K B 3}}$ ⁽³⁾

In the first place:—

9 Kt to Q R fourth

10 Kt to K Kt fifth

If White play 10 $\overline{\text{B to Q 3}}$ then follows 10 $\overline{\text{Kt to K 2}}$ 11 $\overline{\text{P to Q 5}}$
 12 $\overline{\text{B to Q Kt 2}}$, &c., for which see Game I. If in the above variation
 White had played, instead of 11 $\overline{\text{P to Q 5}}$, 11 $\overline{\text{P to K 5}}$, the correct defence
 would be 11 $\overline{\text{P takes P}}$ 12 $\overline{\text{P takes P}}$ 13 $\overline{\text{Kt to K Kt 5}}$ and Black has the
 better game. White might also try 10 $\overline{\text{B to K Kt 5}}$, but the result
 would not be in his favour, e.g.—10 $\overline{\text{B to K Kt 5}}$ 11 $\overline{\text{B to K R 4}}$
 12 $\overline{\text{Q to R 4 ch}}$ 13 $\overline{\text{Q takes Kt}}$ 14 $\overline{\text{P to Q 5}}$
 12 $\overline{\text{Q to Q 2 best}}$ 13 $\overline{\text{Q to K B 2}}$ 14 $\overline{\text{P to Q B 3}}$, &c.

In lieu of either 10 $\overline{\text{Kt to K Kt 5}}$ 10 $\overline{\text{B to K Kt 5}}$ or 10 $\overline{\text{B to Q 3}}$, the
 first player might obtain a strong but very hazardous attack by
 10 $\overline{\text{B takes K B P ch}}$. The following appears to embody the correct
 defence:—10 $\overline{\text{B takes B P ch}}$ 11 $\overline{\text{Kt to K Kt 5 ch}}$ (if 11 $\overline{\text{P to K 5}}$, then
 11 $\overline{\text{P to K R 3}}$) 12 $\overline{\text{R to K sq}}$ 13 $\overline{\text{Q to K B 3}}$ 14 $\overline{\text{Q to R 5 ch}}$ 15 $\overline{\text{Q takes R P}}$
 12 $\overline{\text{Kt to K 2}}$ 13 $\overline{\text{R to K B sq}}$ 14 $\overline{\text{P to K Kt 3}}$ 15 $\overline{\text{B takes Q P}}$
 (Compare *Chess World*, Vol. I. pp 306-7, and *Chess Player's*
Quarterly Chronicle Vol. I. pp 47 and 138, and Vol. II. p 108.)

To resume our original theme—

10 Kt takes B

11 Q to R fourth ch

11 Q to Q second

We believe this will be found to be Black's best reply, but the

authors of *Theorie und Praxis* prefer 11 $\overline{B_1 to Q_2}$. In addition to either of these moves he may play 11 $\overline{P_1 to Q_2 B_3}$, as in the following fragment between Messrs. Fraser and Falkbeer:—

11 $\frac{P \text{ to } Q \text{ B } 3}{P \text{ to } Q \text{ B } 3}$ 12 $\frac{Q \text{ takes } K \text{ t}}{Q \text{ to } K \text{ 2 best}}$ 13 $\frac{P \text{ to } K \text{ B } 4}{P \text{ to } K \text{ R } 3}$ 14 $\frac{K \text{ t to } K \text{ B } 3}{B \text{ to } K \text{ 3}}$ 15 $\frac{Q \text{ to } Q \text{ R } 4}{K \text{ t to } K \text{ B } 3}$
 16 $\frac{P \text{ to } K \text{ 5}}{P \text{ takes } P}$ 17 $\frac{B \text{ P takes } P}{K \text{ t to } Q \text{ 4}}$ 18 $\frac{K \text{ t to } K \text{ 4}}{\text{Castles } Q \text{ R}}$ 19 $\frac{B \text{ to } Q \text{ R } 3}{Q \text{ to } Q \text{ 2}}$ 20 $\frac{B \text{ to } Q \text{ 6}}{B \text{ to } Q \text{ 6}}$, with a
 fine opening.

12 Q takes Kt

13 Kt to K B third

14 Q to Q third

15 P to Q fifth

16 Kt to Q fourth

12 P to K R third

13 Q to Q B third

14 B to K Kt fifth

15 Q to Q second

16 Kt to K second

and White has still some little attack.

In the second place :—

9 B to K Kt fifth

This move has been condemned by nearly all the modern authorities, as being inferior to 9 Kt to Q R 4 . We believe however that 9 B to K Kt 5 may be played with safety, if not with advantage, at this point.

10 B to Q Kt fifth

This is unquestionably the best reply to the *sortie* of the Queen's Bishop. At one time we were disposed to prefer 10 Q to Q R 4, as originally suggested by MR. FRASER, and subsequently analysed by MR. MORTIMER, but of late an opinion appears to be gaining ground that the attack, though remarkably ingenious and embarrassing, will not succeed against the best defence. The variation in question is so important, and presents so many interesting features, as to demand a chapter to itself. (See the FRASER-MORTIMER ATTACK, Games IV. and V.)

10 B takes Kt

Black might also play 10 K-Bsq , but we prefer taking off the Knight at once. For the consequences of 10 B-Q^2 see Variation (A).

11 P takes B

12 Kt to K second

11 K to B square

This is better than 12 $\frac{B \text{ to } K 3}{Q \text{ Kt to } K 2}$ *e.g.*—12 $\frac{B \text{ to } K 3}{Q \text{ Kt to } K 2}$ 13 $\frac{K \text{ to } R \text{ sq}}{P \text{ to } Q 4}$
 14 $\frac{R \text{ to } K \text{ Kt sq}}{P \text{ to } Q B 3}$ 15 $\frac{B \text{ to } Q R 4}{P \text{ to } K R 4}$ 16 $\frac{B \text{ to } Kt 3}{Q \text{ to } Q 2}$ and Black has a Pawn more,
 and a safe game.

	12 Q Kt to K second
13 P to K B fourth	13 P to Q fourth
14 P to K fifth	14 Kt to K R third
15 K to R sq	15 K Kt to B fourth
16 R to K Kt sq	16 P to K Kt third

and Black maintains the Gambit Pawn, with no marked inferiority of position.

(A)

	10 B to Q second
11 P to K fifth	11 P takes P best

If 11 $\frac{K \text{ Kt to } K 2}{\text{Castles}}$ 12 $\frac{B \text{ to } K \text{ Kt } 5}{\text{Castles}}$ 13 $\frac{Kt \text{ to } Q 5}{Q \text{ to } K \text{ sq}}$ 14 $\frac{Kt \text{ to } B 6 \text{ ch}}{P \text{ takes Kt}}$ 15 $\frac{B \text{ takes P}}{\text{P takes P}}$
 with a winning game.

12 R to K sq

White may also play with advantage 12 $\frac{P \text{ to } Q 5}{Kt \text{ to } Kt \text{ sq}}$ *e.g.*—
 12 $\frac{P \text{ to } Q 5}{Kt \text{ to } Kt \text{ sq}}$ 13 $\frac{Kt \text{ takes K P}}{Kt \text{ to } K 2}$ 14 $\frac{Q \text{ to } K \text{ Kt } 4}{\text{Kt to } K 2}$, &c.

	12 K Kt to K second.
13 P to Q fifth	13 Kt to Q Kt sq best
14 B to Q third	

With a fine opening.

In the third place:—

9 Kt to K B third

This defence is very inferior to either 9 $\frac{Kt \text{ to } Q R 4}{B \text{ to } K \text{ Kt } 5}$ or 9 $\frac{B \text{ to } K \text{ Kt } 5}{Kt \text{ to } Q R 4}$.
 The following continuation occurred in a game played by Messrs. Pulling and Perigal, in consultation, against Mr. Popert.

10 P to K fifth	10 P takes P
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If 10 $\frac{P \text{ to } Q 4}{P \text{ takes Kt}}$, then 11 $\frac{P \text{ takes Kt}}{P \text{ takes B}}$ 12 $\frac{P \text{ takes Kt P}}{R \text{ to } K \text{ Kt sq}}$ (White might also
 win by 12 $\frac{P \text{ to } Q 5}{B \text{ to } K 3}$) 13 $\frac{R \text{ to } K \text{ sq ch}}{B \text{ to } K 3}$ 14 $\frac{P \text{ to } Q 5}{Q \text{ to } K B 3}$ 15 $\frac{B \text{ to } K \text{ Kt } 5}{\text{Kt to } K 2}$, and wins.

11 B to Q R third	11 Kt to Q R fourth
12 R to K sq	12 Kt takes B
13 Q to R fourth ch	13 P to Q B third

- | | |
|------------------|------------------|
| 14 Q takes Kt | 14 B to K third |
| 15 R takes P | 15 Q to Q second |
| 16 R takes B ch | 16 P takes R |
| 17 Kt to K fifth | |

With a winning game.

GAME IV.

THE FRASER-MORTIMER ATTACK.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 P to Q Kt fourth
- 5 P to Q B third
- 6 P to Q fourth
- 7 Castles
- 8 P takes P
- 9 Kt to Q B third
- 10 Q to Q R fourth

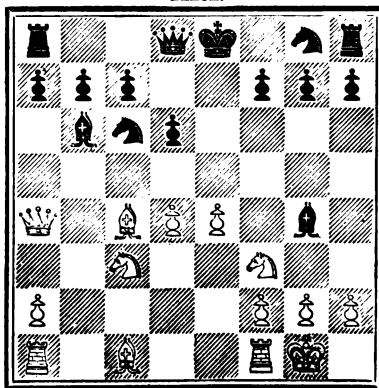
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- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 B takes P
- 5 B to Q B fourth
- 6 P takes P
- 7 P to Q third
- 8 B to Q Kt third
- 9 B to K Kt fifth

This move constitutes Mr. Fraser's attack. Black has three feasible replies, viz.—

- 10 $\frac{(1)}{B \text{ takes Kt}}$ 10 $\frac{(2)}{K \text{ to B sq}}$ and 10 $\frac{(3)}{B \text{ to Q 2}}$

BLACK.



WHITE.

Position after White's tenth move.

In the present game we shall examine the consequences of 10 B takes Kt and 11 K to B sq, leaving the consideration of 10 B to Q2 for Game V.

In the first place :—

10 B takes Kt
11 P to Q fifth
11 B to K Kt fifth
If 11 Q to Q2, then follows 12 P takes Kt
Q to Kt 5 13 P takes P dis ch 14 Kt to Q5 ch,
and wins.

If 11 Q to KB3 12 P takes Kt
Castles Q R 13 Kt to Q5 14 Kt takes B ch 15 P to K Kt 3,
&c.

12 P takes Kt
13 Q takes P ch
12 P takes P

This is preferable to 13 P to K5, as originally suggested by Mr. FRASER. The correct continuation seems to be—13 P to K5
B to Q2 14 B takes BP ch 15 Q to KB4 ch 16 P takes Kt
K takes B Kt to KB3 Q takes P, and Black has won two Pawns, with a safe game.

13 B to Q second
14 Q to Q fifth
14 B to K third
15 B to Q Kt fifth ch
15 K to B sq
16 Q to Q third
16 Kt to K second
17 B to K Kt fifth

This is seemingly stronger than 17 K to R sq.

17 P to KB third
18 B to K third
18 K to B second
19 P to KB fourth
19 P to KB fourth
20 B takes B
20 R P takes B
21 B to Q B fourth

and the *Handbuch* dismisses the game as even, with the remark that Black has a Pawn more than his opponent, but White has the better position.

In the second place :—

11 P to Q fifth
This is stronger than 11 Kt to Kt 5
10 K to B sq
11 Kt to Q R fourth

In addition to the move in the text, which we believe to be his best, Black may play—

- Firstly*—11 $\frac{B \text{ takes Kt}}{B \text{ takes Kt}}$ 12 $\frac{P \text{ takes Kt}}{B \text{ to K Kt 5}}$ 13 $\frac{P \text{ takes Kt P}}{P \text{ takes Kt P}}$, &c.
- Secondly*—11 $\frac{Kt \text{ to K 4}}{Kt \text{ to K 4}}$ 12 $\frac{Kt \text{ takes Kt}}{P \text{ takes Kt}}$ 13 $\frac{B \text{ to Q R 3 ch}}{Kt \text{ to K 2}}$ 14 $\frac{K \text{ to R sq}}{P \text{ to K Kt 4}}$
- 15 $\frac{P \text{ to K B 3}}{B \text{ to R 4}}$ 16 $\frac{Q \text{ R to Q sq}}{K \text{ to Kt 2}}$ 17 $\frac{P \text{ to Q 6}}{P \text{ to Q 6}}$, &c.
- Thirdly*—11 $\frac{Kt \text{ to Q 5}}{Kt \text{ to Q 5}}$ 12 $\frac{Kt \text{ takes Kt}}{B \text{ takes Kt}}$ 13 $\frac{B \text{ to Q 2}}{Kt \text{ to K 2}}$ 14 $\frac{K \text{ to R sq}}{Kt \text{ to Kt 3}}$
- 15 $\frac{P \text{ to K B 4}}{P \text{ to K B 4}}$ &c.
- Fourthly*—11 $\frac{Q \text{ Kt to K 2}}{Q \text{ Kt to K 2}}$ 12 $\frac{B \text{ to K 2}}{B \text{ takes Kt}}$ 13 $\frac{B \text{ takes B}}{Kt \text{ to Kt 3}}$ 14 $\frac{K \text{ to R sq}}{Kt \text{ to K 4}}$
- 15 $\frac{B \text{ to K 2}}{Q \text{ to K B 5}}$ 16 $\frac{P \text{ to K B 4}}{P \text{ to K B 4}}$, and in every case White has a good game.

- | | |
|--------------------|--------------------|
| 12 B to K second | 12 B takes Kt |
| 13 B takes B | 13 P to K R third |
| 14 B to K second | 14 Kt to K B third |
| 15 K to R square | 15 Q to K square |
| 16 Q to Q B second | |

We prefer White's game. The above are the opening moves of a *partie* between Mr. FRASER and two amateurs in consultation.

GAME V.

THE FRASER-MORTIMER ATTACK (*continued*).

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 P to Q Kt fourth
- 5 P to Q B third
- 6 P to Q fourth
- 7 Castles
- 8 P takes P
- 9 Kt to Q B third
- 10 Q to Q R fourth
- 11 Q to Q Kt third
- 12 B takes K B P ch
- 13 Q to Q B second

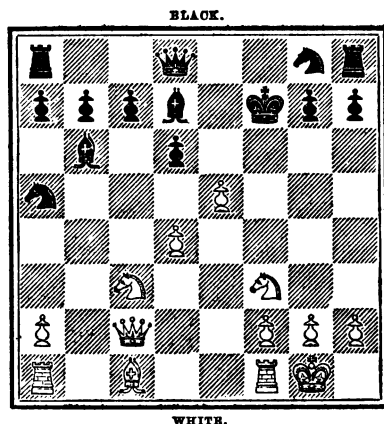
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- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 B takes P
- 5 B to B fourth
- 6 P takes P
- 7 P to Q third
- 8 B to Q Kt third
- 9 B to K Kt fifth
- 10 B to Q second
- 11 Kt to Q R fourth best
- 12 K to B sq

Attention was first called to this move by Mr. MORTIMER. In Mr. FRASER'S original analysis, White was made to play 13 Q to Q^5 , and 13 Q to Qsq , both of which are manifestly inferior to the move in the text.

13. K takes B

14. P to K fifth



Position after White's fourteenth move.

Black has now the choice of several lines of defence, the most important of which are—

14 P to $K R 3$ and 14 K to $B sq$

If he play 14 P to $K R 3$ or 14 K to $K 2$ White equally replies with 15 P to $K 6 ch$ and speedily obtains a winning position. Compare *Chess World*, Vol. I. pp 36-8 and 162-3.

We will now proceed to examine the two principal defences above indicated, viz.—

14 P to $K R 3$ ⁽¹⁾ and 14 K to $B sq$ ⁽²⁾

In the first place:—

15 P to Q fifth

14 P to $K R$ third

15 Kt to $K B$ third

We believe this to be Black's best resource; 15 B to $K Kt 5$ is obviously bad here, as White rejoins with 16 P to $K 6 ch$ and Black is then compelled to take the Pawn with Bishop. Similarly if he play

15 $\overline{\text{Kt to K 2}}$, then follows 16 $\overline{\text{P to K 6 ch}}$ 17 $\overline{\text{P takes B ch}}$ 18 $\overline{\text{R to K sq ch}}$
 19 $\overline{\text{B to K Kt 5}}$ 20 $\overline{\text{Kt to Q 5}}$ and should win. Compare a couple of
 games between Messrs. Gloag and Baxter, *Chess World*, Vol. I.
 pp 78-81.

16 P to K sixth ch

This is better than taking the Knight, e.g.—16 $\overline{\text{P takes Kt}}$
 17 $\overline{\text{Kt to K 4}}$ with a safe game. Black might also play 17 $\overline{\text{Q takes R}}$,
 but the move in the text is sounder.

16 K to Kt sq

We decidedly prefer this retreat to the capture of the King's Pawn
 with Bishop, as given in Mr. MORTIMER's analysis. In the latter case
 the following is probable:—16 $\overline{\text{B takes P}}$ 17 $\overline{\text{P takes B ch}}$ 18 $\overline{\text{Q to K Kt 6}}$
 19 $\overline{\text{B to K Kt 5}}$ 20 $\overline{\text{Q R to K sq ch}}$ 21 $\overline{\text{Q to B 5 ch}}$, and Mr. MORTIMER takes
 leave of the variation with the remark, "White has still a fine
 attack," (*Chess World*, Vol. I. p 41.) This is true, but has he
 sufficient to compensate him for the two Pawns he has sacrificed?
 We think not. Instead of 18 $\overline{\text{Q to K Kt 6}}$, as in the foregoing varia-
 tion, White might have played, as preferred by Mr. Mortimer,
 18 $\overline{\text{R to K sq ch}}$. The continuation would be 18 $\overline{\text{K to B 2}}$ 19 $\overline{\text{Kt to K R 4}}$
 20 $\overline{\text{Q to Kt 6 ch}}$ 21 $\overline{\text{Kt to K B 5}}$. (If 21 $\overline{\text{B to Q Kt 2}}$ or 21 $\overline{\text{Kt to Q B 5}}$, &c.)
 and Black should win.

17 P takes B

17 Q takes P

18 Kt to K R 4

This is Mr. Mortimer's move. If White play instead 18 $\overline{\text{P to K R 3}}$
 Black's best reply is seemingly 18 $\overline{\text{R to K sq}}$. Compare a game
 played by telegraph between Dublin and London, (*Chess Player's*
Magazine, Vol. II. p 213.)

18 P to K Kt fourth

19 Kt to K Kt sixth

19 R to K R second

20 K to R sq

20 R to K sq

And Black has a safe defence.

In the second place :—

14 K to B sq

The best reply, according to ANDERSSON, and one which establishes the position in favour of the second player.

15 R to K sq

15 Kt to Q, B third

This is again the *coup juste* for Black, and far stronger than 15 $\overline{Q} \rightarrow \overline{Q} B \text{ sq.}$, as given in Mr. MORTIMER's original analysis, though the latter ought, probably, to lead to a drawn game. The following appears to be the correct continuation :—

15 $\overline{Q \text{ to } Q \text{ B sq}}$ 16 $\overline{P \text{ to } Q 5}$ 17 $\overline{Q \text{ to } Q 2}$ 18 $\overline{Q \text{ to } K B 4}$ 19 $\overline{P \text{ to } K 6}$
 20 $\overline{K \text{ to } R \text{ sq}}$ 21 $\overline{Q \text{ takes } B \text{ ch}}$ 22 $\overline{K \text{ to } K 4}$ 23 $\overline{K \text{t takes } B}$ (This is
 B takes R Kt to K B 3 B to Q B 6 best
 stronger than 23 $\overline{B \text{ to } K R 6}$, as suggested by Mr. PAVITT) 23 $\overline{Q \text{ to } K \text{ sq}}$
 24 $\overline{K \text{t to } K R 4}$ 25 $\overline{B \text{ to } K K \text{t } 5}$ 26 $\overline{Q \text{ takes } Q}$ 27 $\overline{R \text{ to } B \text{ sq ch}}$ 28 $\overline{K \text{t to } Q K \text{t } 5}$, and
 Q to K R 4 Q to Kt 5 Kt takes Q K to Kt sq F to K R 3, and
 the game should probably be drawn. Compare *Chess World*, Vol. III.
 pp 52, 138, 361 and 421.

In addition to $15 \overline{Kt} \rightarrow \overline{Q} B 3$ and $15 \overline{Q} \rightarrow \overline{Q} B sq$, just examined, Mr. Steinitz has suggested to me that Black might possibly establish a safe defence by $15 \overline{Kt} \rightarrow \overline{K} R 3$, but this is open to question. To resume our original variation—

16 B to K Kt fifth

If 16 $\frac{P \text{ to } K 6}{B \text{ to } K \text{ sq}}$ 17 $\frac{B \text{ to } K Kt 5}{K Kt \text{ to } K 2}$ 18 $\frac{Kt \text{ to } Q 5}{K \text{ to } Kt \text{ sq}}$, and Black should win.

16 Q to K sq

17 P to K sixth

Taking Pawn with Pawn is inferior, *e.g.* — 17 $\frac{P \text{ takes } P}{Q \text{ to } K \text{ Kt } 3}$

18 $\frac{Q \text{ takes } Q}{P \text{ takes } Q}$ 19 $\frac{P \text{ to } Q \ 5}{Kt \text{ to } Q \ 5}$ 20 $\frac{Kt \text{ to } K \ 5}{B \text{ to } KB \ 4}$ 21 $\frac{P \text{ to } K \ Kt \ 4}{P \text{ takes } P}$ and wins.

17 Q to K Kt third

18 Q. takes Q.

18 P takes Q.

19 P takes B

19 Kt to K B third

- 20 P to Q fifth

20 Kt to K fourth

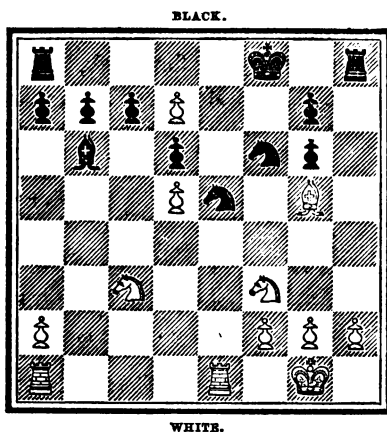
21 Kt takes Kt.

21 P takes Kt

And the position is altogether in Black's favour.

In the foregoing variation, it appears at first sight that White might obtain some attack by giving up the exchange, and taking

Knight with Rook at the twenty-first move, but a little examination will show that this is not the case. We append a diagram of the position after Black's twentieth move.



Position after Black's twentieth move.

Suppose now—21 $\frac{R \text{ takes } Kt}{P \text{ takes } R}$ 22 $\frac{Kt \text{ takes } P}{R \text{ to } R4}$ 23 $\frac{Kt \text{ takes } P \text{ ch}}{K \text{ to } B2 \text{ best}}$ 24 $\frac{Kt \text{ to } K5 \text{ ch}}{K \text{ to } K2}$
 25 $\frac{P \text{ to } KR4}{B \text{ to } Q5}$ and wins.

GAME VI.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 P to Q Kt fourth
- 5 P to Q B third
- 6 P to Q fourth
- 7 Castles
- 8 P takes P

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 B takes P
- 5 B to Q B fourth
- 6 P takes P
- 7 P to Q third
- 8 B to Q Kt third

In the preceding games we have examined the more important forms of attack springing from 9 B to Q Kt 2 (Game I.) 9 P to Q 5 (Game II.) and 9 Kt to Q B 3 (Games III., IV. and V.) We will now

briefly dispose of the other lines of play which White has at his command at this juncture, viz.—

$$9 \left\{ \begin{array}{l} \text{B to Q R 3 (A)} \\ \text{R to K sq (B)} \\ \text{P to K R 3 (C)} \\ \text{P to Q R 4 (D)} \end{array} \right.$$

(A)

9 B to Q R third

In the "good old times" of the Evans, before the theory of the Opening was less thoroughly understood, this was a favourite mode of play, but of late years it has been tacitly abandoned as inferior. Black has two good defences, viz.—

$$9 \text{ Kt to Q R 4}^{(1)} \text{ and } 9 \text{ B to K Kt 3}^{(2)}$$

In the first place :—

	9 Kt to Q R fourth
10 B to Q third	10 Kt to K second
11 P to K fifth	11 Castles

and White's Queen's Bishop is out of play, and he has no attack.

In the second place :—

	9 B to Q Kt fifth
10 Q to Q R fourth	
If 10 Q to Q Kt 3, Black gains an immediate advantage by	
10 Kt to Q R 4	10 B to Q second
11 Q to Q Kt third	11 Kt to Q R fourth

And we arrive at a phase of the Fraser-Mortimer Attack, which however is less favourable for the first player, with the Bishop at Queen's Rook's third, than when the Knight is brought out to Queen's Bishop's third at the 9th move.

(B)

9 R to K sq

This move is a modern innovation, of doubtful merit, but it

requires considerable care on the part of the defence. Black has three feasible replies, viz.—

9 $\overline{\text{Kt to Q R 4}}$ ⁽¹⁾ 9 $\overline{\text{B to K Kt 5}}$ ⁽²⁾ and 9 $\overline{\text{Kt to K B 3}}$ ⁽³⁾

In the first place :—

9 Kt to Q R fourth

10 P to K fifth

Instead of this move White may obtain a sharp but hazardous attack by 10 $\overline{\text{B takes K B P ch}}$, e.g. — 10 $\overline{\text{B takes B P ch}}$ 11 $\overline{\text{Kt to Kt 5 ch}}$
 K takes B K to B sq

12 $\overline{\text{P to K 5}}$ 13 $\overline{\text{R to K 4}}$ (White might here win a piece by 13 $\overline{\text{Q to K B 3 ch}}$,
 Kt to Q B 3

but it would not avail him) 13 $\overline{\text{P takes P}}$ 14 $\overline{\text{P to Q 5}}$ 15 $\overline{\text{B to Q R 3 ch}}$
 Kt to K B 3

The above occurred in a game between Dr. Fraser and Mr. G. B. Fraser. The correct continuation is 15 $\overline{\text{Q to K B 3}}$ 16 $\overline{\text{Q takes P}}$
 K to K sq

17 $\overline{\text{Kt to Q B 3}}$ 18 $\overline{\text{R to Q sq}}$ and Black should win. Compare *Chess*
 Q to Q 2 Q to K B 4 *World*, Vol. IV. p 418.

10 Kt takes B

11 Q to R fourth ch

Taking Pawn with Pawn, discovering check, would clearly cost White a piece.

11 P to Q B third

This is apparently stronger than either 11 $\overline{\text{B to Q 2}}$ or 11 $\overline{\text{Q to Q 2}}$.

12 Q takes Kt

12 P to Q fourth

13 Q to Q third

13 Kt to K second

And Black has a Pawn *plus*, and a secure position. White's best move now appears to be 14 $\overline{\text{Kt to K R 4}}$; if he play instead 14 $\overline{\text{B to K Kt 5}}$ I believe Black may safely retort with 14 $\overline{\text{B to K B 4}}$.

In the second place :—

9 B to K Kt fifth

10 B to Q Kt fifth

If White play instead 10 $\overline{\text{Q to Q R 4}}$, Black may apparently rejoin with 10 $\overline{\text{B takes Kt}}$ and 11 $\overline{\text{Q to K R 5}}$, &c.

10 B takes Kt

11 P takes B

11 K to B sq

Black might also play 11 $\overline{\text{Q to K R 5}}$. The following occurred between Messrs. Burn and De Vere. 11 $\overline{\text{Q to R 5}}$ 12 $\overline{\text{B to K 3}}$
 Kt to K 2

13 $\overline{\text{P to Q 5}}$ 14 $\overline{\text{R takes B}}$ 15 $\overline{\text{P takes Kt}}$ &c.
 B takes B Castles Q to Kt 4 ch

12 B to Q Kt second

Black maintains the Gambit Pawn, but White has a strong position.

In the third place:—

9 Kt to K B third

10 P to K fifth

If 10 $\frac{P \text{ to } Q 5}{Kt \text{ to } K 2}$ 11 $\frac{B \text{ to } Q Kt 2}{Castles}$, and if 10 $\frac{B \text{ to } K Kt 5}{Castles}$ 11 $\frac{Kt \text{ to } Q B 3}{B \text{ to } K Kt 5}$, and in each case Black has the superiority.

10 P takes P

11 P to Q fifth

This is far stronger than 11 $\frac{B \text{ to } Q R 3}$ as given in the *Handbuch*, with the continuation—11 $\frac{B \text{ to } Q R 3}{Kt \text{ takes } Q P}$ 12 $\frac{R \text{ takes } P \text{ oh}}{B \text{ to } K 3}$ 13 $\frac{Kt \text{ to } Kt 5}{Q \text{ to } Q 2}$ 14 $\frac{Q \text{ to } K sq}{Castles Q R}$ 15 $\frac{Kt \text{ takes } B}{P \text{ takes } Kt}$ 16 $\frac{R \text{ takes } P}{Kt \text{ to } B 7}$ and Black wins.

11 Kt to K second

12 Kt takes P

12 Castles

13 B to Q R third

With a good opening.

(C)

9 P to K R third

This move was at one time in high favour with many of our best players, but it is an unnecessary precaution, and of late years has fallen into disuse. At the same time it requires careful answering.

9 Kt to Q R fourth

The best reply, but Black may also play, without danger, 9 $\frac{P \text{ to } K R 3}{Kt \text{ to } K B 3}$; if he move 9 $\frac{Kt \text{ to } K B 3}$ then follows 10 $\frac{B \text{ to } K Kt 5}{Castles}$ (the German *Handbuch* gives 10 $\frac{P \text{ to } K R 3}{B \text{ to } R 4}$ 11 $\frac{Kt \text{ to } K 2}{Kt \text{ to } K 2}$ 12 $\frac{B \text{ takes } Kt}{P \text{ takes } B}$) 11 $\frac{Kt \text{ to } Q B 3}{P \text{ to } K R 3}$ 12 $\frac{B \text{ to } R 4}{P \text{ to } K Kt 4}$ 13 $\frac{Kt \text{ takes } P}{P \text{ takes } Kt}$ 14 $\frac{B \text{ takes } Kt P}{B \text{ takes } Q P}$ 15 $\frac{Kt \text{ to } Q 5}{B \text{ takes } R}$ 16 $\frac{Q \text{ takes } B}{P \text{ takes } B}$ and should win.

10 B to Q third

10 Kt to K second

And Black will retain his Pawn, with a safe position. The fol-

lowing, however, is an old fashioned method of continuing the attack in this and kindred forms of the Evans, which is not undeserving of attention.

11 P to Q R fourth

11 Castles

12 R to Q R second

12 P to K B fourth

This is, apparently, Black's best move, but he may also play
12 P to K R 3.

13 P to K fifth

13 P to Q fourth

And White, though *minus* a Pawn, has a good position. In a game between Messrs. C. F. Smith and G. B. Fraser, the latter played 13 P to K B 5; with the continuation—14

15 $\frac{B \text{ takes R P ch}}{K \text{ to R sq}}$, 16 $\frac{Kt \text{ to K Kt 5}}{B \text{ takes R}}$ 17 $\frac{Q \text{ to R 5}}{B \text{ takes K P}}$ and wins.

(D)

9 P to Q R fourth

This move, like 9 P to K R 3, partakes more of the character of a defence than an attack, and calls for no detailed analysis. Its primary object is to provide a retreat for the King's Bishop on the diagonal he at present occupies, in anticipation of the adverse Knight going to Queen's Rook's fourth, but it has more resource about it than appears at first sight.

Black has the choice of two replies, viz.—9 $\frac{(1)}{Kt \text{ to Q R fourth}}$
and 9 $\frac{(2)}{B \text{ to K Kt fifth}}$.

In the first place :—

10 B to Q R second

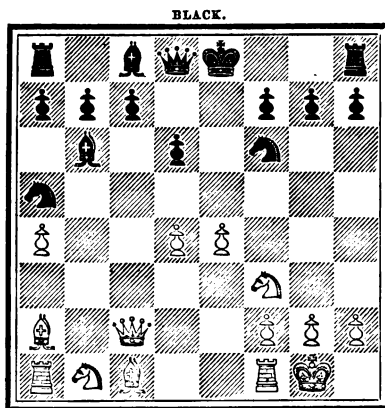
9 Kt to Q R fourth

10 Kt to K B third

seemingly his best move. If he play 10 B to K Kt 5, White obtains a fine attack by 11 P to K 5.

11 Q to Q B second

Black has now by no means an easy game. If he adopt the defence given by Mr. Waller in a kindred position, White will speedily obtain an advantage, *e.g.*—



Position after White's eleventh move.

12 P to K fifth	11 Castles
13 Kt to K Kt fifth	12 Kt to K sq
14 P to K sixth, &c.	13 P to K Kt third

If instead of 11 Castles, as in the preceding variation, Black play

11 $\bar{B}$ to $\bar{K}$ Kt 5, then follows 12 $\frac{P \text{ to } K 5}{\bar{B} \text{ takes } Kt}$ 13 $\frac{P \text{ takes } B}{P \text{ takes } P}$ (if 13 $\frac{B \text{ takes } Q P}{P \text{ takes } P}$)
 14 $\frac{P \text{ takes } Kt}{\bar{B} \text{ takes } R}$ 15 $\frac{R \text{ to } K \text{ sq ch}}{K \text{ to } B \text{ sq}}$ 16 $\frac{P \text{ takes } P \text{ ch}}{\bar{B} \text{ takes } P}$ 17 $\frac{Q \text{ to } K B 5}{\bar{B} \text{ takes } P}$, &c.), 14 $\frac{P \text{ takes } P}{Kt \text{ to } Q 4}$
 15 $\frac{R \text{ to } Q \text{ sq}}{P \text{ to } Q B 3}$ 16 $\frac{Kt \text{ to } Q B 3}{\text{Castles}}$ 17 $\frac{B \text{ takes } Kt}{P \text{ takes } B}$ 18 $\frac{Kt \text{ takes } P}{Q \text{ to } K R 5}$ 19 $\frac{R \text{ to } Q R 3}{\text{Castles}}$
 with a good game.

In the second place :—

10 B to Q Kt fifth 9 B to K Kt fifth
10 B takes Kt 10 B takes Kt

We do not see any better line of play for Black; 10 $\overline{\text{B to Q 2}}$ or 10 $\overline{\text{K to B sq}}$ would clearly involve the loss of a piece.

11 P takes B

Again, Black has seemingly no stronger move.

12 B takes Kt ch	12 P takes B
13 P to Q R fifth	13 B to Q R second
14 Kt to Q B third	14 Kt to K second
15 Kt to K second	15 Castles

We prefer White's game.

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GAME VII.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 P to Q Kt fourth
- 5 P to Q B third
- 6 P to Q fourth
- 7 P takes P

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 B takes P
- 5 B to B fourth
- 6 P takes P

Unless properly opposed, this yields a very embarrassing attack. Black in reply has the choice of two lines of action, viz.—

- 7 $\overline{\text{B to Q Kt third}}^{(1)}$ and 7 $\overline{\text{B to Q Kt fifth ch}}^{(2)}$

In the first place :—

7 B to Q Kt third

Nearly all the authorities are unanimous in pronouncing this retreat to be the best move at the second player's command. We confess we greatly prefer the check of the Bishop at Queen's Knight's fifth.

8 Kt to Q B third

8 Kt to Q R fourth

White may also play 8 $\overline{\text{B to Q Kt 2}}$, to which Black's best reply is 8 $\overline{\text{Kt to Q R 4}}$.

9 B to Q third

9 P to Q third

10 B to K Kt fifth

10 P to K B third

If 10 $\overline{\text{Kt to K 2}}$, White may obtain a lively attack by 11 $\overline{\text{Kt to Q 5}}$ $\overline{\text{P to K B 3}}$

12 $\overline{\text{B takes P}}$ 13 $\overline{\text{Kt takes P ch}}$, &c.

11 B to K third

11 Kt to K second

12 Kt to K R fourth

12 Castles

13 Castles

and White has a good position.

In the second place :—

7 B to Q Kt fifth ch

8 K to B sq

White may also interpose the Bishop.

- 8 Q to K second best
 9 P to Q third

White may also, as advised by JAENISCH, move 9 $\overline{P \text{ to } Q R 3}$ followed by 10 $\overline{R \text{ to } Q R 2}$.

Black seems to have no better reply. If he play 9 $\overline{P \text{ to } K B 3}$, then follows 10 $\overline{B \text{ takes } Kt}$ 11 $\overline{P \text{ to } Q R 3}$ 12 $\overline{R \text{ to } R 2}$, &c.

10 P to Q R third

The *Handbuch* gives 10 $\overline{P \text{ to } Q 5}$ 11 $\overline{Q \text{ to } R 4 \text{ ch}}$ 12 $\overline{Q \text{ takes } B}$
 $\overline{Kt \text{ takes } K P}$ $\overline{B \text{ to } Q 2}$ $\overline{Kt \text{ takes } Kt}$
 13 $\overline{P \text{ takes } Kt}$ 14 $\overline{K \text{ to } Kt \text{ sq}}$ 15 $\overline{B \text{ to } Q 3}$ 16 $\overline{P \text{ to } K B 4}$ 17 $\overline{P \text{ to } K B 3}$
 $\overline{B \text{ to } R 6 \text{ ch}}$ $\overline{Q \text{ to } K B 3}$ $\overline{K \text{ to } B \text{ sq}}$ $\overline{R \text{ to } K \text{ sq}}$ $\overline{Q \text{ to } R 5}$
 18 $\overline{B \text{ to } Q 2}$ even game.
 $\overline{Q \text{ to } R 4}$

- 10 B to Q R fourth
 11 P to K B third
 12 P takes P
 13 Q to K Kt second
 14 K Kt to K second

and White's attack is almost exhausted.

GAME VIII.

In this and the four following games we shall consider the consequences of Black retreating the Bishop to Queen's Rook's fourth at the fifth move, instead of Queen's Bishop's fourth.

WHITE.

- 1 P to K fourth
 2 Kt to K B third
 3 B to Q B fourth
 4 P to Q Kt fourth
 5 P to Q B third
 6 P to Q fourth

BLACK.

- 1 P to K fourth
 2 Kt to Q B third
 3 B to Q B fourth
 4 B takes P
 5 B to Q R fourth

White may also Castle at this point, for which see Game X.

- 6 P takes P
 7 Castles 7 P to Q third

For 7 $\overline{Kt \text{ to } K B 3}$, see Game IX., and for 7 $\overline{P \text{ takes } P}$ Game XII.

- 8 Q to Q Kt third

If 8 P takes P Black's best reply is apparently 8 B to Q Kt 3, and the position is the same as if he had retired the Bishop to Queen's Bishop's fourth at his fifth move.

In reply to 8 Q to Q Kt 3 Black can now play either

8 ⁽¹⁾ Q to K 2 or 8 ⁽²⁾ Q to K B 3

In the first place :—

			8 <u>Q to K second</u>
	9 <u>P to K fifth</u>		9 <u>P takes P</u>
	10 <u>R to K sq</u>		10 <u>B to Q second</u>
	If 10 <u>P takes P</u>	11 <u>Q Kt takes P</u> <u>B takes Kt</u>	12 <u>Q takes B</u> <u>B to K 3</u>
			13 <u>Kt takes K P</u> <u>Q to K B 3</u>
14 <u>B to K Kt 5</u> <u>Q takes B</u>	15 <u>Kt takes Kt</u> <u>P takes Kt</u>	16 <u>B takes B</u> <u>P takes B</u>	17 <u>Q takes Q B P ch</u> and wins.

Again if 10 B to Q Kt 3 11 B to Q R 3 12 Kt takes P 13 B takes P ch
 14 Q to Q 5 ch B to Q 2 best 15 R takes Kt P to Q B 3 16 R to K 8 ch, and wins.

The two latter variations are extracted from an admirable analysis of this form of the Gambit by Mr. WALLER, who attempted to prove that after 8 Q to K 2 Black's game is untenable. He omitted, however, to take into consideration the move of 10 B to Q 2, which was originally suggested by VON DER LAZA, and appears to baffle further attack. The following continuation is given in the German *Handbuch* :—

11 <u>B to Q R third</u>	11 <u>Q to K B third</u>
12 <u>Kt takes K P</u>	12 <u>Castles Q R best</u>
13 <u>Kt takes K B P</u>	13 <u>P takes Q B P</u>
14 <u>Kt takes Q R</u>	

If 14 Kt takes K R 14 P to B 7 and wins.

	14 <u>Kt takes Kt</u>
15 <u>Q to Q B second</u>	15 <u>Kt to Q B third</u>

with the better game.

In the second place :—

8 Q to K B third

This is in every respect preferable to 8 Q to K 2 just examined, as it prevents White from gaining time by B to Q R 3.

9 P takes P

White may also continue, but with less advantage—

9 $\frac{P \text{ to } K 5}{P \text{ takes } P}$ 10 $\frac{R \text{ to } K \text{ sq}}{Kt \text{ to } K R 3 \text{ best}}$ 11 $\frac{B \text{ to } R 3}{B \text{ to } Q 2}$ 12 $\frac{Q \text{ Kt to } Q 2}{\text{Castles } Q R}$ &c.

9 B to Q Kt third

This is almost compulsory, as White threatens 10 $\frac{P \text{ to } Q 5}{Q \text{ to } Q Kt 5 \text{ ch}}$, and

10 P to K fifth

Instead of this move Mr. STAUNTON suggests 10 $\frac{B \text{ to } Q Kt 5}{B \text{ to } Q 2}$. The following continuation occurred in a game in which Messrs. STAUNTON and OWEN consulted against Messrs. LOWENTHAL and BARNES :—

10 $\frac{B \text{ to } Q Kt 5}{B \text{ to } Q 2}$ 11 $\frac{P \text{ to } K 5}{P \text{ takes } P}$ 12 $\frac{R \text{ to } K \text{ sq}}{K Kt \text{ to } K 2}$ 13 $\frac{P \text{ takes } P}{Q \text{ to } K Kt 3}$ 14 $\frac{B \text{ to } Q 3}{B \text{ to } Q 2}$. Black has no inferiority.

10 P takes P

11 P takes P

11 Q to Kt third

12 Kt to K Kt fifth

12 Kt to Q sq

Black's twelfth move is a suggestion of Mr. LOWENTHAL'S. In Mr. WALLER'S analysis he is made to play 12 $\frac{Kt \text{ to } K R 3}{Kt \text{ to } K R 3}$, with the continuation—13 $\frac{P \text{ to } K 6}{P \text{ takes } P}$ 14 $\frac{B \text{ takes } P}{B \text{ takes } B}$ 15 $\frac{Kt \text{ takes } B}{Kt \text{ takes } B}$ with a fine game.

13 Kt to Q B third

and Black maintains his Pawn with little inferiority of position.

Instead of 13 $\frac{Kt \text{ to } Q B 3}{Kt \text{ to } Q B 3}$ as in the text, White might play 13 $\frac{P \text{ to } K 6}{B \text{ takes } P}$ (if 13 $\frac{R \text{ to } K \text{ sq}}{B \text{ to } K 3}$), 14 $\frac{R \text{ to } K \text{ sq}}{Q \text{ to } K B 4}$ 15 $\frac{R \text{ to } K 2}{Kt \text{ to } K 2}$, and White has no equivalent for the two Pawns he has lost.

GAME IX.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 P to Q Kt fourth
- 5 P to Q B third
- 6 P to Q fourth
- 7 Castles
- 8 B to Q R third

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 B takes P
- 5 B to Q R fourth
- 6 P takes P
- 7 Kt to K B third

The best move. White might also play, but with less advantage,

8 $\overline{P \text{ to } K 5}$, e.g.—8 $\overline{P \text{ to } K 5}$ 9 $\overline{B \text{ to } Q \text{ Kt } 5 \text{ best}}$ 10 $\overline{P \text{ takes } P}$ 11 $\overline{B \text{ takes } Kt}$
 $\overline{P \text{ to } Q 4}$ $\overline{Kt \text{ to } K 5}$ Castles $\overline{P \text{ takes } B}$
 12 $\overline{Q \text{ to } Q R 4}$ 13 $\overline{Q \text{ takes } Q B P}$ 14 $\overline{B \text{ to } Kt 2}$ 15 $\overline{P \text{ takes } B}$ White
 $\overline{B \text{ to } Q \text{ Kt } 3}$ $\overline{B \text{ to } K \text{ Kt } 5}$ $\overline{B \text{ takes } Kt}$ $\overline{Kt \text{ to } K \text{ Kt } 4}$

has recovered the Gambit Pawn, but has a manifestly inferior position. The above were the opening moves of a game between Anderssen and Morphy. See *Praxis*, p 484.

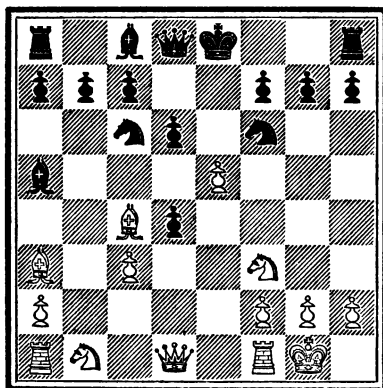
8 $\overline{P \text{ to } Q \text{ third best}}$

9 $\overline{P \text{ to } K \text{ fifth}}$

9 $\overline{P \text{ to } Q \text{ fourth}}$

Apparently Black's best move, but he may also play 9 $\overline{P \text{ takes } P}$ and 9 $\overline{Kt \text{ to } K 5}$, which we will briefly examine.

BLACK.



WHITE.

Position after White's ninth move.

Firstly—11 9 $\overline{P \text{ takes } P}$ 10 $\overline{Q \text{ to } Q \text{ Kt } 3}$ 11 $\overline{R \text{ to } K \text{ sq}}$ with a winning position. White might also win by 11 $\overline{Kt \text{ takes } K P}$.

Secondly—9 $\overline{Kt \text{ to } K 5}$ 10 $\overline{K P \text{ takes } P}$ (If 10 $\overline{Q B P \text{ takes } P}$ 11 $\overline{R \text{ to } K \text{ sq}}$ 12 $\overline{Kt \text{ takes } P}$, &c.) 11 $\overline{R \text{ to } K \text{ sq ch}}$ 12 $\overline{Kt \text{ takes } Q P}$ with a fine game.
 $\overline{Kt \text{ to } B \text{ sq best}}$ $\overline{P \text{ to } Q 4}$

10 $\overline{B \text{ to } Q \text{ Kt } \text{fifth}}$

We have here a curious proof of the superiority of 8 $\overline{B \text{ to } Q R 3}$ over 8 $\overline{P \text{ to } K 5}$. The position is now identical with that just examined (8 $\overline{P \text{ to } K 5}$ 9, $\overline{B \text{ to } Q \text{ Kt } 5}$) with the important exception that White has his Queen's Bishop posted at Queen's Rook's third,—

Black having lost a move through advancing his Pawn to Queen's fourth by two steps instead of one.

	10 Kt to K fifth
11 P takes P	11 B to Q second
12 Q to Q Kt third	12 P to Q R third

12 Kt to K 2 would cost Black a piece, *e.g.*—12 Kt to K 2 13 B takes B ch
Q takes B
 (if 13 K takes B 14 B takes Kt, &c.) 14 B takes Kt, and whether the
 Queen or King retake, White wins a piece by 14 Q to Q R 4 ch or
 14 Q to R 3 ch

13 B to Q third

with a good attack.

GAME X.

WHITE.

1 P to K fourth
 2 Kt to K B third
 3 B to Q B fourth
 4 P to Q Kt fourth
 5 P to Q B third
 6 Castles

BLACK.

1 P to K fourth
 2 Kt to Q B third
 3 B to Q B fourth
 4 B takes P
 5 B to Q R fourth
 6 Kt to K B third

The best reply. If he play 6 P to Q 3, we have the position examined in Game VIII.

7 P to Q fourth

White may also play 7 Kt to K Kt 5, for the consequence of which see game XI., and 7 Q to Q B 2. The latter may be briefly disposed of, *e.g.*—

7 <u>Q to Q B 2</u> Castles	8 <u>P to Q 4</u> P takes P	9 <u>P to K 5</u> <u>P to Q 4</u> , &c.
--------------------------------	--------------------------------	--

7 Castles best

If he play 7 P takes P, white rejoins with 8 B to Q R 3 as in Game IX.

8 P takes K P

Instead of this capture, an American analyst has recently suggested—albeit the move is not a novel one—8 Kt takes P, as tending to give the first player the better game. This would, doubtless,

be the result were Black in reply to take Knight with Knight; the correct continuation, however, is 8 $\frac{\text{Kt takes K P}}{\text{Kt takes K P}}$ 9 $\frac{\text{B to Q R 3}}{\text{P to Q 3}}$

10 $\frac{\text{Kt takes Kt}}{\text{P takes Kt}}$ 11 $\frac{\text{Q to Q R 4}}{\text{B takes Q B P}}$ 12 $\frac{\text{Kt takes B}}{\text{Kt takes Kt}}$ 13 $\frac{\text{Q takes Q B P}}{\text{B to Q 2}}$

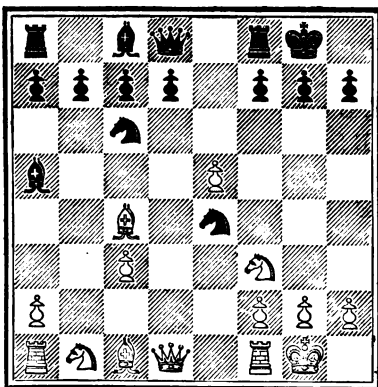
14 $\frac{\text{B takes K B P ch}}{\text{R takes B}}$ 15 $\frac{\text{Q takes Kt}}{\text{Q takes Kt}}$ and the first player has recovered the Gambit Pawn, but with a slightly inferior position. White may also play 8 $\frac{\text{Q to Q B 2}}{\text{Q to Q B 2}}$, to which Black's best reply is 8 $\frac{\text{Q to K 2}}{\text{Q to K 2}}$.

8 Kt takes K P best

White has now the choice of several lines of play, the most important of which are

9 $\frac{(1)}{\text{Q to Q B 2}}$ 9 $\frac{(2)}{\text{Q to Q 3}}$ 9 $\frac{(3)}{\text{Q to Q 5}}$ and 9 $\frac{(4)}{\text{B to Q R 3}}$

BLACK.



WHITE.

Position after Black's eighth move.

In the first place:—

9 Q to Q B second

9 P to Q fourth

10 R to Q sq

If 10 $\frac{\text{B to Q R 3}}{\text{R to K sq}}$ 11 $\frac{\text{R to Q sq}}{\text{B to K 3}}$

12 $\frac{\text{B takes Q P}}{\text{B takes B}}$

13 $\frac{\text{P to Q B 4}}{\text{Kt to K Kt 5}}$ with a

good game.

10 B to K third

11 B to K third

11 P to K B fourth

12 B takes Q P

12 B takes B

13 P to Q B fourth

13 Kt to Q Kt fifth

14 Q to Q Kt second 14 P to K B fifth
 If 14 $\frac{Q \text{ to } Q \text{ Kt } 3}{P \text{ to } K \text{ B } 5}$ 15 $\frac{B \text{ to } Q \text{ B sq}}{Kt \text{ to } Q \text{ B } 4}$ &c.
 15 B to Q fourth
 If 15 $\frac{B \text{ to } Q \text{ B sq}}{Kt \text{ takes } K \text{ B } P}$ 16 $\frac{K \text{ takes } Kt}{B \text{ to } Q \text{ Kt } 3 \text{ ch}}$ 17 $\frac{K \text{ to } K \text{ sq}}{B \text{ takes } Kt}$ 18 $\frac{R \text{ takes } Q}{Q \text{ R takes } R}$
 and wins.

15 B to K third
 with a marked superiority.

In the second place :—

9 Q to Q third 9 Kt to Q B fourth
 10 Q to Q fifth 10 Kt to K third
 11 B to Q R third

Black has a Pawn more and a safe position.

In the third place :—

9 Q to Q fifth 9 Kt takes Q B P
 10 Q to Q third

This ingenious line of attack was, we believe, first suggested by Mr. LOWENTHAL, who published a short analysis of the variation in the *Chess Player's Quarterly Chronicle*. If in answer to 10 Q to Q³, Black take Knight with Knight, White retakes with Rook, and remains with a demonstratively superior game. (See *Chess Player's Quarterly Chronicle*, Vol. II., pp 114 to 118.) Unfortunately, however, there is a flaw in the indictment, as instead of removing the attacked Knight, Black can gain important time by

10 P to Q fourth

with the effect of completely paralysing the attack. The best continuation appears to be—

11 B to Q Kt third 11 Kt takes Kt
 12 R takes Kt best 12 Kt to K second

and Black has two Pawns ahead and a fine game.

In a game between Messrs. Bird and Wisker—the only recorded illustration of this variation with which we are acquainted—the latter, instead of 11 $\frac{Kt \text{ takes } Kt}{Kt \text{ to } K 5}$, played 11 $\frac{Kt \text{ to } K 5}{Kt \text{ to } K 5}$, and ultimately won, but we prefer the line of defence indicated in the text.

In the fourth place :—

9 B to Q R third

This is unquestionably White's strongest line of play.

- | | |
|---------------------|--------------------------|
| | 9 P to Q third best |
| 10 Q to Q B second | 10 Kt to Q B fourth best |
| 11 B takes Kt | 11 P takes B |
| 12 Q Kt to Q second | 12 Q to K second |
| 13 K R to K sq | 13 P to Q R third |
| 14 B to Q third | |

and White has a better game than in any of the previous variations.

GAME XI.

WHITE.

BLACK.

- | | |
|--------------------|-------------------|
| 1 P to K fourth | 1 P to K fourth |
| 2 Kt to K B third | 2 Kt to Q B third |
| 3 B to Q B fourth | 3 B to Q B fourth |
| 4 P to Q Kt fourth | 4 B takes P |
| 5 P to B third | 5 B to R fourth |
| 6 Castles | 6 Kt to K B third |
| 7 Kt to K Kt fifth | 7 Castles |
| 8 P to K B fourth | |

This form of the opening is now of very rare occurrence, albeit it presents many interesting features.

8 P to Q fourth

This appears to be Black's best reply. The German *Handbuch* gives also 8 $\overline{P \text{ takes } P}$ and 8 $\overline{Kt \text{ takes } K P}$, both of which, however, result in White's favour, e.g.—

Firstly—8 $\overline{P \text{ takes } P}$ 9 $\overline{P \text{ to } Q 4}$ 10 $\overline{Kt \text{ takes } K B P}$ 11 $\overline{B \text{ takes } R ch}$
 12 $\overline{Q \text{ to } R 5 ch}$ 13 $\overline{Q B \text{ takes } P}$ 14 $\overline{B \text{ to } K Kt 5}$, with a winning position.
 K to B sq best Kt to K B 3

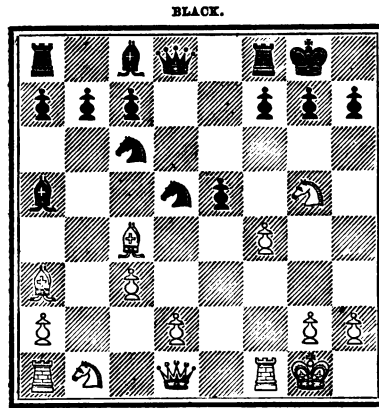
Secondly—8 $\overline{Kt \text{ takes } K P}$ 9 $\overline{Kt \text{ takes } B P}$ 10 $\overline{B \text{ takes } R ch}$ 11 $\overline{Q \text{ to } K B 3}$
 12 $\overline{P \text{ to } Q 4}$ 13 $\overline{Q \text{ takes } K Kt}$ 14 $\overline{K \text{ to } R sq}$, with the better game.
 Q Kt takes P Kt to K 3 dis ch B to Q Kt 3 ch

9 K P takes P

9 K Kt takes P

10 B to Q R third

If White play 10 $\overline{Q \text{ to } Q Kt 3}$ Black rejoins with 10 $\overline{B \text{ to } K 3}$ (the only safe move), and if 10 $\overline{P \text{ to } Q 4}$ with 10 $\overline{P \text{ to } K R 3}$.



Position after White's tenth move.

10 Kt takes K B P

11 Kt takes K B P

If 11 $\frac{R \text{ takes Kt}}{Q \text{ takes Kt}}$ 12 $\frac{K B \text{ to B sq}}{B \text{ to Q Kt 3 ch}}$ 13 $\frac{K \text{ to R sq}}{Kt \text{ to Q R 4}}$ 14 $\frac{B \text{ takes R}}{Kt \text{ takes K B}}$

15 $\frac{B \text{ to Q R 3}}{B \text{ to K 3}}$ and Black has a winning game.

12 B takes R ch

13 P to K Kt third

14 K to R sq

15 Q to K B third

16 Q to R fifth ch

17 P takes Kt

11 R takes Kt

12 K takes B

13 Q to K Kt fourth

14 B to K third

15 Q to Q sq

16 K to Kt sq

17 Q to K B third

and wins.

GAME XII.

WHITE.

1 P to K fourth

2 Kt to K B third

3 B to Q B fourth

4 P to Q Kt fourth

5 P to Q B third

BLACK.

1 P to K fourth

2 Kt to Q B third

3 B to Q B fourth

4 B takes P

5 B to Q R fourth

6 P to Q fourth

6 P takes P

7 Castles

7 P takes P

This is another of the many "modern revivals" for which we are indebted to the German School, among whom it is known as the "Compromised Defence." The capture of the third Pawn had been unanimously condemned as hazardous by all the authorities prior to 1868, when Anderssen first called general attention to the true resources of this defence, which, in the opinion of the leading Germany authorities, is the best line of play the second player has at his command, provided it is supplemented at the proper moment by the advance of the Pawn to Queen's Knight's fourth. For the "latest lights" on this interesting variation we are indebted to an able analysis recently contributed by Mr. Zukertort to the *Westminster Papers* (Vol. VI. pp 225 and 247-249), the result of which certainly goes far towards establishing the soundness of the defence.

8 Q to Q Kt third

Apparently White's strongest move, but he may play also 8 $\frac{P \text{ to } K 5}{B \text{ to } Q R 3}$ or 8 $\frac{B \text{ to } Q R 3}{P \text{ to } Q 4}$, which we will briefly dispose of.

Firstly—8 $\frac{P \text{ to } K 5}{K Kt \text{ to } K 2}$ 9 $\frac{Kt \text{ to } Kt 5}{Kt \text{ takes } P}$ 10 $\frac{Kt \text{ takes } K B P}{Kt \text{ takes } Kt}$ 11 $\frac{B \text{ takes } Kt \text{ ch}}{K \text{ takes } B}$
12 $\frac{Q \text{ to } R 5 \text{ ch}}{P \text{ to } K Kt 3}$ 13 $\frac{Q \text{ takes } B}{P \text{ to } Q 4}$, &c.

Secondly—8 $\frac{B \text{ to } Q R 3}{Q \text{ to } K B 3 \text{ best}}$ 9 $\frac{P \text{ to } K 5}{Q \text{ to } K Kt 3}$ 10 $\frac{Q \text{ to } Q Kt 3}{K Kt \text{ to } K 2}$, and we arrive at a position that will be examined anon.

8 Q to K B third

9 P to K fifth

In a game between Messrs. Steinitz and Zukertort the former played here 9 $\frac{B \text{ to } K Kt 5}{Q \text{ to } K Kt 3}$, but it is inferior to the move in the text. The correct continuation is—9 $\frac{B \text{ to } K Kt 5}{Q \text{ to } K Kt 3}$ 10 $\frac{Kt \text{ takes } P}{B \text{ takes } Kt}$ 11 $\frac{Q \text{ takes } B}{K Kt \text{ to } K 2}$ 12 $\frac{B \text{ takes } Kt}{K \text{ takes } B \text{ best}}$, and White's attack is over.

9 Q to K Kt third

If 9 $\frac{Kt \text{ takes } P}{R \text{ to } K sq.}$, White wins a piece by 10 $\frac{R \text{ to } K sq.}{Kt \text{ takes } P}$.

10 Kt takes P

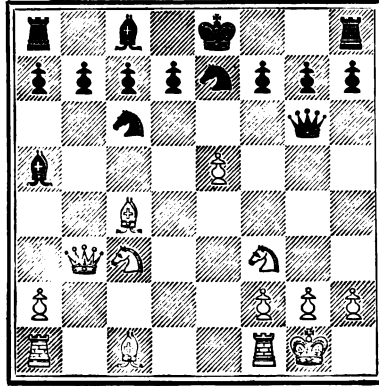
10 K Kt to K second

At this point White has the choice of three lines of attack, viz.—

10 Kt to K 2 ⁽¹⁾ 10 R to K sq ⁽²⁾ and 10 B to Q R 3 ⁽³⁾

which we will examine in turn.

BLACK.



WHITE.

Position after Black's tenth move.

In the first place:—

11 Kt to K second

The best continuation, according to Anderssen.

11 P to Q Kt fourth

This counter-gambit is the key move of the defence.

12 B to Q third

Taking the Pawn with either Bishop or Queen is inferior, e.g.—

Firstly—12 B takes Kt P 13 Q to R 4 14 B takes Kt 15 B to R 3
 R to Q Kt sq P to Q R 3 Kt takes B R to Kt 4
 16 Kt to B 4 17 Q R to Q sq 18 Kt takes Kt 19 Kt to Q 3 20 Q to B 2
 Q to B 4 Kt takes P R takes Kt best R to K 5 R to K Kt 5;

with the better game.

Secondly—12 Q takes Kt P 13 Q to B 5 best 14 Q to Q R 3 15 B to Q 3
 R to Q Kt sq B to Q Kt 3 Q to B 7 Q to B 4
 16 Q to Q Kt 2 17 Q to B 2 18 B takes Q.
 B to R 4 Q takes Q B to R 3

12 Q to K third

13 Q to Q Kt second

The only resource to preserve the King's Pawn. If he play instead 13 $\overline{Q \text{ takes Kt P}}$, Black rejoins as above with 13 $\overline{R \text{ to Q Kt sq.}}$

14 Kt to K B fourth	13 Kt to K Kt third
	14 Kt takes Kt

The best reply. In ANDERSEN'S analysis (*Schachzeitung*, 1872), Black is made to play 14 $\overline{Q \text{ to K 2}}$, and the opening is continued—

14 $\overline{Q \text{ to K 2}}$ 15 $\overline{Kt \text{ to Q 5}}$ 16 $\overline{B \text{ to K 4}}$ 17 $\overline{B \text{ to Q 2}}$, with a strong attack.
 $\overline{Q \text{ to K 3 best}}$ $\overline{Castles}$

15 B takes Kt	15 P to K R third best
16 Q R to B sq	16 P to Q R third
17 K R to Q sq	17 B to Kt 2
18 Q to Q Kt sq	18 Q R to Q sq

and Black has won two Pawns, with a secure position.

In the second place :—

11 R to K sq	11 P to Q Kt fourth
If 11 $\overline{R \text{ to Q Kt sq}}$ then 12 $\overline{Kt \text{ to R 4}}$ 13 $\overline{R \text{ to K 4}}$, &c.	$\overline{Q \text{ to K R 4 best}}$
12 Kt takes P	

If 12 $\overline{B \text{ takes P}}$, Black wins a piece by 12 $\overline{R \text{ to Q Kt sq.}}$
 12 R to Q Kt sq

13 Kt to K R fourth

If he play 13 $\overline{B \text{ to Q 2}}$, then follows—13 $\overline{B \text{ takes B}}$ 14 $\overline{Kt \text{ takes B}}$
 15 $\overline{Kt \text{ takes B P ch}}$, &c.
 $\overline{K \text{ to Q sq}}$ $\overline{P \text{ to Q R 3}}$

13 Q to Kt fifth

If 13 $\overline{Q \text{ to R 4}}$, as given in the *Handbuch*, White rejoins with
 14 $\overline{R \text{ to K 4}}$, &c.

14 Q to R fourth	14 K to Q sq
15 Kt to K B third	15 B takes R
16 Kt takes B	16 P to Q R third

With a winning position.

In the third place :—

11 B to Q R third	11 P to Q Kt fourth
12 Kt takes P	12 R to Q Kt sq
13 B takes Kt	

If 13 $\frac{Q \text{ to } R 4}{P \text{ to } Q R 3 \text{ best}}$ 14 $\frac{Kt \text{ to } Q 4}{}$ (if 14 $\frac{B \text{ takes } Kt}{P \text{ takes } Kt}$ 15 $\frac{B \text{ takes } P}{R \text{ takes } B}$ 16 $\frac{Q \text{ takes } R}{K \text{ takes } B}$, &c.) 14 $\frac{Kt \text{ takes } Kt}{}$ 15 $\frac{Kt \text{ takes } Kt}{B \text{ to } Kt 2}$ with a winning attack. The *German Handbuch* makes White play 13 $\frac{Q \text{ to } K 3}{}$ and continues 13 $\frac{B \text{ to } Q Kt 3}{}$ 14 $\frac{Q \text{ to } K B 4}{\text{Castles}}$ 15 $\frac{Q R \text{ to } Q sq}{P \text{ to } K R 3}$ 16 $\frac{Kt \text{ to } Q B 3}{B \text{ to } Q Kt 2}$, &c.

13 P to Q R third

The best reply. If 13 $\frac{K \text{ takes } B}{}$, White answers with 14 $\frac{Q \text{ to } R 3 \text{ ch}}{B \text{ to } Q Kt}$ 15 $\frac{Q \text{ to } K 3}{}$, &c.

14 B to Q R third

14 P takes Kt

15 B to Q third

15 Q to K R 4 best

16 B to Q Kt second

16 Castles

Black has a Pawn ahead, and a fine game.

The result of the foregoing variations, should they stand the test of actual play, will go far towards bringing about a complete revolution in the theory of the Evans Gambit. The hitherto accepted defence of 5 B to Q B fourth will have to give place to 5 B to Q R fourth; the attack of 6 P to Q fourth, consequent on the retreat of the Bishop to Queen's Rook's fourth, must be abandoned as untenable, and the old fashioned form of the Opening, arising from 6 Castles (see Game X.), which we are satisfied possesses far more resource than it has hitherto been credited with, will become the "Evans" of the future.

It is worthy of remark that the first player cannot advantageously offer the Gambit on the fifth instead of the fourth move, e.g.—

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 Castles
- 5 P to Q Kt fourth
- 6 P to Q B third
- 7 P to Q fourth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 Kt to K B third
- 5 B takes P
- 6 B to K second best
- 7 Castles, &c.

GAME XIII.

THE GAMBIT DECLINED.

There are two methods of declining or evading the Evans Gambit; firstly, by retiring the Bishop instead of taking the Queen's Knight's Pawn; and secondly, by adopting the counter Gambit of 4 $\overline{P \text{ to } Q4}$. The present and following games will be devoted to the consideration of the former of these lines of play, leaving the examination of the counter Gambit for Game XV.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 P to Q Kt fourth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 B to Q Kt third

This is the usual retreat for the Bishop, but I believe Black may retire the attacked piece without danger to King's second, *e.g.*—

- 4 $\overline{B \text{ to } K2}$ 5 $\overline{P \text{ to } Kt5}$ 6 $\overline{Kt \text{ takes } KP}$ 7 $\overline{Kt \text{ takes } Kt}$ 8 $\overline{P \text{ takes } P}$
 $\overline{Kt \text{ to } R4}$ $\overline{Kt \text{ takes } B}$ $\overline{P \text{ to } Q4}$ $\overline{Q \text{ takes } P, \text{ \&c.}}$
 5 P to Q Kt fifth

Unless properly opposed this move yields a fine attack, but it is not so sound as 5 $\overline{P \text{ to } R4}$, for which see Game XIV.

- 6 Kt takes K P

- 5 Kt to Q R fourth
- 6 Q to K B third

This, we believe, is Black's most potent reply, but MAX LANGE and several of the German authorities prefer 6 $\overline{Kt \text{ to } KR3}$, with the following continuation—

- 6 $\overline{Kt \text{ to } KR3}$ 7 $\overline{P \text{ to } Q4}$ 8 $\overline{B \text{ takes } K Kt}$ 9 $\overline{B \text{ takes } K Kt P}$ (if 9 $\overline{Q \text{ to } K Kt4}$
 $\overline{P \text{ to } Q3}$ $\overline{P \text{ takes } Kt}$ $\overline{R \text{ to } K Kt sq}$
 10 $\overline{B \text{ takes } R}$ 11 $\overline{B \text{ to } B sq}$ &c.) 10 $\overline{B \text{ takes } B P ch}$ 11 $\overline{B \text{ takes } KP}$ and
 $\overline{Q \text{ takes } Kt P}$ $\overline{Q \text{ takes } B}$ $\overline{K \text{ takes } B}$
 though White has gained four Pawns for the piece he has sacrificed, most players, we imagine, would prefer Black's game.

- 7 B takes P ch

- 7 K to B sq best

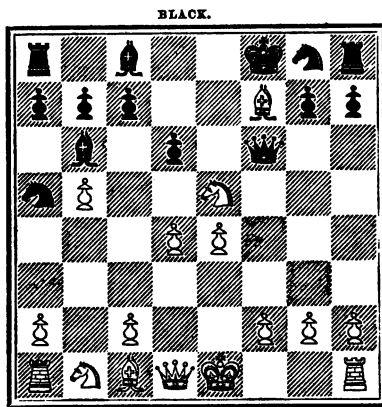
- If 7 $\overline{K \text{ to } Q sq}$ 8 $\overline{P \text{ to } Q4}$ 9 $\overline{B \text{ takes } Kt}$ 10 $\overline{B \text{ to } K Kt5}$ and wins.
 $\overline{P \text{ to } Q3}$ $\overline{R \text{ takes } B}$

8 P to Q fourth

8 P to Q third.

White has now two distinct lines of attack at his disposal, viz.—

9 $\frac{(1)}{B \text{ takes } Kt}$ and 9 $\frac{(2)}{B \text{ to } Q R 3}$



Position after Black's eighth move.

In the first place :—

9 B takes Kt

9 P takes Kt

10 B to Q fifth

10 P to Q B third

Black's tenth move is stronger than the obvious *coup* of 10 B takes Q P, which would be continued—11 $\frac{P \text{ to } K B 4}{B \text{ takes } R}$ 12 $\frac{P \text{ takes } P}{Q \text{ to } K Kt 3 \text{ best}}$

13 $\frac{R \text{ to } B sq \text{ ch}}{K \text{ to } K sq}$ 14 $\frac{B \text{ to } B 7 \text{ ch}}{}$ with a winning attack.

11 B to Q R third ch

This seems stronger than either 11 Castles or 11 P takes P, e.g.—

(1)—11 $\frac{\text{Castles}}{P \text{ takes } B}$ 12 $\frac{P \text{ to } K B 4}{B \text{ takes } P \text{ ch}}$ 13 $\frac{K \text{ to } R sq}{K \text{ to } Kt sq}$ 14 $\frac{P \text{ to } Q B 3}{B \text{ to } Q Kt 3}$

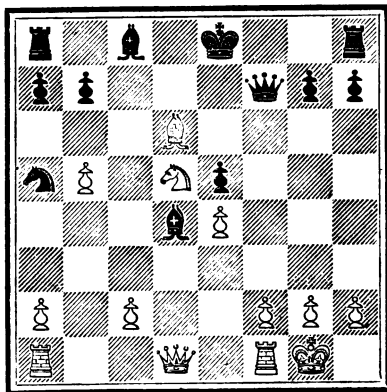
15 $\frac{Q \text{ takes } P \text{ ch}}{B \text{ to } K 3}$ and will win.

(2)—11 $\frac{P \text{ takes } P}{P \text{ takes } B P}$ 12 $\frac{Q \text{ to } R 5}{P \text{ to } K Kt 3 \text{ best}}$ 13 $\frac{Q \text{ to } R 6 \text{ ch}}{K \text{ to } R sq}$ 14 $\frac{B \text{ to } K Kt 5}{Q \text{ to } K B sq}$
 15 $\frac{B \text{ to } Q Kt 3}{B \text{ takes } P}$ 16 $\frac{Q \text{ takes } Q \text{ ch}}{R \text{ takes } Q}$ 17 $\frac{P \text{ to } Q B 3}{B \text{ takes } K B P \text{ ch}}$ 18 $\frac{K \text{ to } Q 2}{B \text{ to } Q Kt 3}$ and Black has an immense superiority.

This latter variation is taken from an analysis by M. Rosenthal, published in *La Stratégie*.

- | | |
|--------------------|--------------------|
| | 11 K to K sq |
| 12 Castles | 12 P takes B |
| 13 Kt to Q B third | 13 B takes Q P |
| 14 Kt takes Q P | 14 Q to K B second |
| 15 B to Q sixth. | |

BLACK.



WHITE.

Position after White's fifteenth move.

This is far preferable to 15 P to QB3, which is given in the *Schachzeitung*, with the following continuation—

15 P to QB3 B to Q Kt3 16 K to R sq P to K Kt4 with a winning position.

15 B takes R

If 15 B to Q Kt3 16 B takes K P and White has won three Pawns for the piece.

If 15 Kt to B 7 ch K to Q sq 17 B takes P Kt takes B 18 Q takes B ch and wins.

16 Kt to B seventh ch

16 K to Q sq

17 Kt takes R

and White now regains his piece, with a winning game.

In the second place :—

9 B to Q R third

This, we think, is scarcely so efficient as 9 B takes Kt, just examined.

- | | |
|---------------------|-------------------|
| | 9 Kt to K second. |
| 10 P to K B fourth | 10 P takes Kt |
| 11 Q P takes P | 11 Q takes B |
| 12 Q to Q eighth ch | 12 Q to K sq |
| 13 B takes Kt ch | 13 K to B second |
| 14 Q takes Q ch | 14 R takes Q |
| 15 B to Q Kt fourth | |

and the *Handbuch* dismisses the game as even. Theoretically this may be the case, but in actual play the piece generally wins against three Pawns in positions of this character.

GAME XIV.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 P to Q Kt fourth
- 5 P to Q R fourth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 B to Q Kt third
- 5 P to Q R third best

Black may play also 5 $\overline{P \text{ to } Q R 4}$ and 5 $\overline{Kt \text{ takes } Kt P}$ but both are very inferior, e.g.—

(1)—5 $\overline{P \text{ to } Q R 4}$ 6 $\overline{P \text{ to } Q Kt 5}$ 7 $\overline{Kt \text{ takes } K P}$ 8 $\overline{Kt \text{ to } K B 3}$ 9 $\overline{P \text{ to } K 5}$
 $\overline{Kt \text{ to } Q 5}$ $\overline{Q \text{ to } K B 3}$ $\overline{Kt \text{ to } K 3}$
 with the better game.

(2)—5 $\overline{Kt \text{ takes } Kt P}$ 6 $\overline{P \text{ to } R 5}$ 7 $\overline{P \text{ to } Q B 3}$ 8 Castles 9 $\overline{P \text{ to } Q 4}$
 $\overline{B \text{ to } B 4}$ $\overline{Kt \text{ to } Q B 3}$ $\overline{P \text{ to } Q 3}$ $\overline{P \text{ takes } P}$
 10 $\overline{P \text{ takes } P}$ 11 $\overline{P \text{ to } Q 5}$ 12 $\overline{Q \text{ to } R 4 \text{ ch}}$, and wins.
 $\overline{B \text{ to } Q Kt 5}$ $\overline{Kt \text{ takes } R P}$

6 Castles

If 6 $\overline{P \text{ to } Q B 3}$, as recommended, by the *Handbuch* and *Praxis*, the game is resolved into a well-known form of the Giuoco Piano, not particularly favourable to the first player. White might, however, play 6 $\overline{B \text{ to } Q Kt 2}$ without any disadvantage.

- | | |
|-------------------|--------------------|
| | 6 P to Q third |
| 7 P to Q R fifth | 7 B to Q R second |
| 8 P to Q Kt fifth | 8 P takes P |
| 9 B takes Kt P | 9 K Kt to K second |

and the game is about equal.

GAME XV.

THE EVANS COUNTER-GAMBIT.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 P to Q Kt fourth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 B to Q B fourth
- 4 P to Q fourth

This Counter Gambit, which is of comparatively modern introduction, is generally considered to be a tolerably safe method of evading the Evans attack, but, as a rule, it results in a dull and uninteresting game, and with the best play ought to leave the first player with a slight advantage.

In reply to 4 P to Q 4, White has three good moves at his command, viz.—

5 P takes P ⁽¹⁾ 5 B takes P ⁽²⁾ and 5 B to Q Kt fifth ⁽³⁾

In the first place :—

5 P takes P

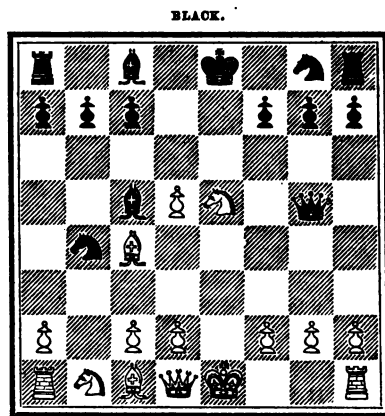
6 Kt takes K P

5 Kt takes P

White might also play with safety 6 B to Q Kt 3 6 B to Q B 3 6 Kt to Q B 3 and 6 P to Q B 3, but the move in the text is generally considered preferable.

For a detailed examination of these various lines of play, we must refer our readers to an analysis of the "Evans Counter Gambit," contributed by the present writer to the *Chess World*, Vol. III., pp 141 to 144.

6 Q to K Kt fourth



WHITE.

Position after Black's sixth move.

This *sortie* of the Queen was first proposed by Mr. CHENNY, an American amateur, and is, we believe, Black's strongest rejoinder to 6 Kt takes K P. He has, however, several other moves at his disposal, *e.g.*—

(1.)—6 Kt takes Q P 7 P to Q 4 (If 7 Kt takes B P 7 B to Q Kt 5 ch 8 B to Q 2 9 Kt takes B 9 B to K 3. Even game (*Handbuch*, 5th edition, p 176).

(2.)—6 B to Q 5 7 P to Q B 3 8 Q to R 4 ch, &c.

(3.)—6 B to K B 4 7 P to Q 3 8 P to Q B 3 9 Q to R 4 ch, &c.

7 Castles best

The *Handbuch* gives—7 Q to K 2 8 K to Q sq 9 Kt to K B 3 dis ch 10 Q takes Q ch 11 Kt takes Kt 12 Kt to Q B 3, &c.

7 B to K R sixth

8 P to K Kt third best

8 Q to K B 3 is inferior on account of the following:—8 Q to K B 3 9 P to Q B 3 10 Q takes B 11 P to Q 4 12 B to Q Kt 5 ch 13 B to Kt 2 14 B takes Kt 15 Kt to K 2, and Black has won the “exchange.”

- | | |
|-----------------|-----------------|
| | 8 B takes R |
| 9 P to Q fourth | 9 Q to K second |
| 10 K takes B | 10 Castles |

and Black has won the Exchange, but Mr. Staunton remarks, that "he is still subject to a very trying attack," and in a letter published in the *Chess World*, Vol. III. pp 103-104, submits the following suggestive continuation :—

- | | |
|--|------------------------|
| 11 P to Q B third | 11 Kt takes Q P |
| If 11 <u>Kt to Q R 3</u> 12 <u>Q to K Kt 4 ch.</u> | |
| 12 Q to K B third | 12 P to Q B third best |
| 13 Kt takes K B P | |

On this move Mr. Staunton remarks: "I am not sure that this is his best line of play. He may adopt the simpler, and possibly the sager course, of moving the Queen to K B fifth, checking, and if the King moves, take off the Bishop, or if the Queen interposes, first take off the Queen and then capture the Bishop."

- | | |
|------------------------|----------------|
| | 13 R to K B sq |
| 14 Q to K Kt fourth ch | 14 K to Kt sq |
| 15 B takes Kt | 15 P takes B |
| 16 Kt takes K R | |

and White has the better game.

In the second place :—

5 B takes Q P

This is scarcely so strong as 5 P takes P, just examined, but it may be played apparently with safety.

- | | |
|-------------------|-----------------|
| | 5 Kt takes Kt P |
| 6 B to Q Kt third | |

Seemingly his best reply. If he play 6 Kt to Q B 3, Black obtains a slight advantage, as follows :—6 Kt to Q B 3 7 Kt takes Kt
 8 Kt to Q B 3 9 Castles 9 B to K Kt 5, and Black has the better opening.

- | | |
|--------------------|-------------------|
| | 6 Kt to K B third |
| 7 Q to K second | 7 Castles |
| 8 Castles | 8 B to K Kt fifth |
| 9 B to Q Kt second | 9 Kt to Q B third |

This retreat of the Knight is, we think, slightly stronger than
9 Q to K 2.

10 P to K R third

10 B takes Kt

11 Q takes B

11 Q to K second

and the game is about even.

In the third place :—

5 B to Q Kt fifth

In the opinion of many players this is the strongest move White can adopt in reply to the Counter Gambit of 4 P to Q 4, but so far as our examination has gone, it is scarcely so satisfactory as 5 P takes Q P.

5 P takes K P

This is slightly preferable to 5 B takes Kt P. In the latter case the continuation would be 5 B takes Kt P 6 Kt takes K P 7 P to Q B 3 8 P takes Q P 9 P takes Kt 10 B to Q B 4 11 Castles even game.
B takes Kt P takes P Castles best

6 P takes B

White clearly cannot capture the King's Pawn with Knight, on account of 6 B takes B P ch.

6 P takes Kt

7 B takes Kt ch

7 P takes B

8 Q takes P

8 Kt to K second

and the position is somewhat in Black's favour.

CHAPTER IX.

THE TWO KNIGHTS' GAME.

The earliest notice of this interesting variation of the Giuoco Piano occurs in GIANUTIO's Treatise (1597). It was subsequently touched upon by SALVIO (1604) and GREGO (1619), but the German master, BILGUER, in an elaborate analysis of the opening, was the first to call attention to its real merits. In our opinion the defence 1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ 2 $\frac{Kt \text{ to } K B 3}{Kt \text{ to } Q B 3}$ 3 $\frac{B \text{ to } Q B 4}{Kt \text{ to } K B 3}$ is perfectly sound and satisfactory, and, without great care on the part of the first player, will speedily be transformed into an attack.

GAME I.

1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ 2 $\frac{Kt \text{ to } K B 3}{Kt \text{ to } Q B 3}$ 3 $\frac{B \text{ to } Q B 4}{Kt \text{ to } K B 3}$ 4 $\frac{Kt \text{ to } K Kt 5}{P \text{ to } Q 4}$ 5 $\frac{P \text{ takes } P}{Kt \text{ takes } P}$ 6 $\frac{Kt \text{ takes } B P}{}$.

GAME II.

4 $\frac{Kt \text{ takes } K P}{}$

GAMES III and IV.

4 $\frac{Kt \text{ to } Kt 5}{P \text{ to } Q 4}$ 5 $\frac{P \text{ takes } P}{Kt \text{ to } R 4}$

GAME V.

6 $\frac{P \text{ to } Q 3}{}$

GAME VI.

4 $\frac{P \text{ to } Q 4}{}$

GAME I.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 Kt to K Kt fifth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 Kt to K B third

White's fourth move has the sanction of all the classical authorities, and is also advocated by the authors of the *Theorie und Praxis*, who pronounce it to be the only correct method of continuing the attack. The *Handbuch*, on the other hand, "hesitates a doubt" as to the efficiency of this line of play, and seems to think that the first

player would do better to move 4 $\overline{P \text{ to } Q4}$, and be content with an even game—an opinion which is shared by many of the best players of the day. For the consequences of 4 $\overline{P \text{ to } Q4}$ see Game VI. In addition to the above moves White might also play 4 $\overline{Kt \text{ to } QB3}$ or 4 $\overline{P \text{ to } Q3}$, reducing the opening to the Giuoco Piano.

4 P to Q fourth

Black might also play, but with less advantage, 4 $\overline{Kt \text{ takes } KP}$ for which see Variation.

5 P takes P

5 Kt takes P

The recapture of the Pawn is needlessly hazardous, as it subjects the second player to an overwhelming attack. The correct reply is 5 $\overline{Kt \text{ to } QR4}$, which will be examined under the head of Game III.

6 Kt takes K B P

If he were to play instead 6 $\overline{P \text{ to } Q4}$, as recommended by Lolli, the proper continuation would be 6 $\overline{P \text{ to } Q4}$ $\overline{P \text{ takes } P}$ 7 $\overline{Kt \text{ takes } KBP}$ 8 $\overline{Q \text{ to } K2}$ 9 $\overline{K \text{ takes } Q}$ $\overline{K \text{ takes } Kt}$ 10 $\overline{B \text{ takes } Kt \text{ ch}}$ $\overline{B \text{ to } K3}$ even game.

6 K takes Kt

7 Q to K B third ch

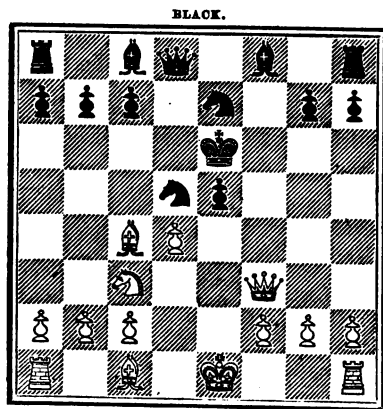
7 K to K third

8 Kt to Q B third

8 Q Kt to K second best

If 8 $\overline{Kt \text{ to } QKt5}$, then follows 9 $\overline{Q \text{ to } K4}$ $\overline{P \text{ to } QB3}$ 10 $\overline{P \text{ to } QB3}$ $\overline{Kt \text{ to } QR3}$ 11 $\overline{P \text{ to } Q4}$ $\overline{Q \text{ to } Q3}$ 12 $\overline{B \text{ to } KB4}$ $\overline{P \text{ to } QKt4}$ 13 $\overline{B \text{ takes } KP}$, and will win.

9 P to Q fourth



Position after White's ninth move.

Black has now the choice of two lines of play, viz.—

(1) (2)
9 $\overline{P \text{ to } K R \text{ third}}$ and 9 $\overline{P \text{ to } Q B \text{ third}}$

In the first place :—

	9 $\overline{P \text{ to } K R \text{ third}}$
10 Castles	10 $\overline{P \text{ to } Q B \text{ third}}$
11 $\overline{R \text{ to } K sq}$	11 $\overline{K \text{ to } Q \text{ second}}$

If 11 $\overline{K \text{ to } Q 3}$, then follows 12 $\overline{R \text{ takes } K P}$ 13 $\overline{Kt \text{ takes } Kt}$ 14 $\overline{P \text{ takes } Kt ch}$
 $\overline{Kt \text{ to } Kt 3}$ $\overline{Kt \text{ takes } R}$ $\overline{K \text{ to } Q 2}$
 15 $\overline{P \text{ to } K 6 ch}$, &c.

12 $\overline{P \text{ takes } P}$	12 $\overline{K \text{ to } B \text{ second}}$
13 $\overline{P \text{ to } K \text{ sixth}}$	13 $\overline{P \text{ to } Q Kt \text{ fourth}}$
14 $\overline{B \text{ takes } Kt}$	14 $\overline{Kt \text{ takes } B}$
15 $\overline{Kt \text{ takes } Kt ch}$	15 $\overline{Q \text{ takes } Kt}$
16 $\overline{Q \text{ takes } Q}$	16 $\overline{P \text{ takes } Q}$
17 $\overline{P \text{ to } K \text{ seventh}}$	

The *Handbuch* now makes Black take the Pawn with Bishop. Perhaps he would do better to play 17 $\overline{B \text{ to } Q 2}$, but in any case his game is hopelessly compromised.

In the second place :—

	9 $\overline{P \text{ to } Q B \text{ third}}$
10 $\overline{B \text{ to } K Kt \text{ fifth}}$	10 $\overline{P \text{ to } K R \text{ third}}$

Black has here the choice of several defences, but all are equally disastrous to him. If he play 10 $\overline{P \text{ takes } Q P}$ White can Castle on the Queen's side, winning easily if the Knight be taken. Again, if he move 10 $\overline{P \text{ to } Q Kt 4}$ then follows 11 $\overline{B \text{ to } Q Kt 3}$ 12 $\overline{Kt \text{ takes } Kt}$ 13 $\overline{Castles Q R}$
 $\overline{P \text{ to } Kt 5}$ $\overline{P \text{ takes } Kt}$ $\overline{B \text{ to } Q Kt 2}$
 14 $\overline{P \text{ takes } P}$ 15 $\overline{Q \text{ to } Kt 4 ch}$ 16 $\overline{B \text{ takes } Kt}$ 17 $\overline{Q \text{ to } B 5 ch}$ 18 $\overline{Q \text{ to } K 6 ch}$
 $\overline{P \text{ to } K R 3}$ $\overline{K \text{ to } B 2}$ $\overline{B \text{ takes } B}$ $\overline{K \text{ to } Kt sq}$ $\overline{K \text{ to } B sq}$
 19 $\overline{R \text{ takes } Q P}$, and wins. Finally, he may play 10 $\overline{K \text{ to } Q 2}$, which would be continued 11 $\overline{P \text{ takes } P}$ 12 $\overline{Castles Q R}$ 13 $\overline{Kt \text{ takes } Kt}$ 14 $\overline{R \text{ takes } B}$,
 $\overline{K \text{ to } K sq}$ $\overline{B \text{ to } K 3}$ $\overline{B \text{ takes } Kt}$ and wins.

11 $\overline{B \text{ takes } Kt}$	11 $\overline{B \text{ takes } B}$
12 $\overline{Castles Q R}$	12 $\overline{R \text{ to } B sq}$
13 $\overline{Q \text{ to } K \text{ fourth}}$	13 $\overline{R \text{ takes } B P}$

- If 13 $\overline{Q \text{ to } Q 3}$ 14 $\overline{K R \text{ to } K sq}$ 15 $\overline{P \text{ to } K Kt 4}$ 16 $\overline{K \text{ to } Kt sq}$ 17 $\overline{Q \text{ to } R 7}$
 $\overline{R \text{ to } K B 4}$ $\overline{B \text{ to } Kt 4 ch}$ $\overline{R \text{ to } B 5}$ $\overline{B \text{ to } B 3}$
 18 $\overline{P \text{ takes } P}$ 19 $\overline{B \text{ takes } Kt ch}$ 20 $\overline{Kt \text{ takes } P}$, and should win.
 $\overline{B \text{ takes } P}$ $\overline{P \text{ takes } B}$
 14 P takes P 14 B to Kt fourth ch
 15 K to Kt sq 15 K to K second
 16 P to K sixth 16 Kt takes Kt ch
 17 P takes Kt 17 Q to Kt third ch
 18 B to Kt third 18 R to K B third
 19 R to Q seventh ch, and wins

In an analysis of the above variation published in the *Chess Player's Magazine*, for 1865, p 297, we find the move 10 $\overline{Q \text{ to } Q R 4}$ suggested in reply to 10 $\overline{B \text{ to } K Kt 5}$ as affording Black a safer defence than any of the lines of play above examined. The author of the analysis gives the following continuation—

- | | |
|------------------|--------------------|
| 11 Castles K R | 10 Q to Q R fourth |
| 12 B takes Q Kt | 11 P to K R third |
| 13 Q R to Q sq | 12 B takes B |
| 14 Q to K fourth | 13 R to K B sq |
| | 14 K to Q second |

and Black is said to "have a better game than he can obtain by any other line of play in this variation." We confess we cannot endorse this conclusion. On the contrary, it seems to us that White must now win in a few moves by—

- 15 P takes K P

If Black in reply now move the Queen to Q B second, Q Kt third, or Q Kt fifth, or retire the King to Q B second, the first player simply takes Knight with Bishop, &c., and if Black play 15 $\overline{K \text{ to } K sq}$ White rejoins with 16 $\overline{Kt \text{ takes } Kt}$ and 17 $\overline{Q \text{ to } Kt 6 ch}$, &c.

GAME II.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 B to Q B fourth
- 4 Kt to K Kt fifth

BLACK.

- 1 P to K fourth
- 2 Kt to Q B third
- 3 Kt to K B third
- 4 Kt takes K P

Unless properly opposed, this capture speedily converts the defence into an attack, but against the best play it is inferior to 4 P to Q 4. White has now two lines of play at his disposal, viz.—

5 B takes B P ch ⁽¹⁾ and 5 Kt takes B P ⁽²⁾

In the first place :—

5 B takes B P ch

5 K to K second

6 P to Q third

At this point 6 P to Q 4 is also a good move for White, e.g.—
6 P to Q 4 7 Kt takes Kt 8 P to Q 5 9 Q to R 5 ch, &c.

6 Kt to K B third

7 B to Q Kt third

7 P to Q fourth

8 P to K B fourth

Any other move apparently leaves Black with a superior game.

8 B to K Kt fifth best

9 Q to Q second

9 P to K R third

10 P takes K P

10 Kt takes P

If 10 P takes Kt White answers with 11 Q takes P.

11 Q to K third

11 P takes Kt

12 Q takes Kt ch

12 K to B second

13 Castles

13 B to Q third

14 Q takes Q P ch

14 K to Kt third

15 Q takes Kt P ch

with a very superior game. The above moves are given in the *Handbuch*.

In the second place :—

5 Kt takes K B P

This capture is inferior to 5 B takes B P ch, but it is not so absolutely disastrous as it has been considered.

5 Q to K R fifth best

6 Q to K second

White's best reply. If he play instead 6 $\frac{P \text{ to } K \text{ Kt } 3}{B \text{ to } Q \text{ B } 4}$, then follows
 7 $\frac{Kt \text{ takes } Kt \text{ P}}{R \text{ to } Kt \text{ sq}}$ 7 $\frac{R \text{ to } Kt \text{ sq}}{Q \text{ to } K \text{ 5 ch}}$ 8 $\frac{B \text{ to } K \text{ 3}}{Q \text{ takes } B \text{ ch}}$, &c. If 6 $\frac{\text{Castles}}{B \text{ to } Q \text{ B } 4}$ 7 $\frac{Kt \text{ takes } R}{Kt \text{ takes } B \text{ P}}$,
 &c. 6 Kt to Q fifth

6 $\frac{B \text{ to } Q \text{ B } 4}{P \text{ to } K \text{ Kt } 3}$ is obviously inferior, on account of 7 $\frac{P \text{ to } K \text{ Kt } 3}{B \text{ to } Q \text{ B } 4}$.

7 P to K Kt third	7 Kt takes Q best
8 P takes Q	8 Kt to Q fifth
9 Kt takes R	

The German *Handbuch* continues 9 $\frac{P \text{ to } Q \text{ 3}}{Kt \text{ to } Q \text{ 3}}$ 10 $\frac{Kt \text{ takes } Kt \text{ ch}}{B \text{ takes } Kt}$
 11 $\frac{K \text{ to } Q \text{ sq}}$, and dismisses the game in Black's favour.

	9 Kt takes Q B P ch
10 K to K second	10 Kt takes R
11 Kt to K B seventh	11 Kt to Q B seventh
12 P to K B third	

The above moves are given in the analysis of the opening above referred to. (See *Chess Player's Magazine* 1865, p 328.) Black is now made to retire the Knight to King's Bishop's third, whereupon White captures the King's Pawn with Knight, and is said to have the better game. Instead of retreating the attacked Knight to Bishop's third, we much prefer—

	12 Kt to Q third
13 Kt takes K P	13 Kt takes B
14 Kt takes Kt	14 P to Q fourth

and Black's position is, we think, decidedly superior.

GAME III.

WHITE.

1 P to K fourth
 2 Kt to K B third
 3 B to Q B fourth
 4 Kt to K Kt fifth
 5 P takes P

BLACK.

1 P to K fourth
 2 Kt to Q B third
 3 Kt to K B third
 4 P to Q fourth
 5 Kt to Q R fourth

This is unquestionably far superior to either 5 $\overline{\text{Kt takes Q P}}$ or 5 $\overline{\text{Kt takes K P}}$ just examined.

6 B to Q Kt fifth ch

In the opinion of the authors of *Theorie und Praxis* the check with the Bishop is the best method of maintaining the attack. White may, however, play also 6 $\overline{\text{P to Q 3}}$, for which see Game V.

6 P to Q B third best

Black may also interpose the Bishop, e.g.—

6 $\overline{\text{B to Q 2}}$ 7 $\overline{\text{Q to K 3}}$ 8 $\overline{\text{B takes B ch}}$ (if 8 $\overline{\text{P to Q Kt 4}}$ 9 $\overline{\text{Q takes P ch}}$ 9 $\overline{\text{K to B sq}}$) 9 $\overline{\text{P to Q B 4}}$
 10 $\overline{\text{B takes P}}$ 11 $\overline{\text{Q takes P ch}}$, with the better game.

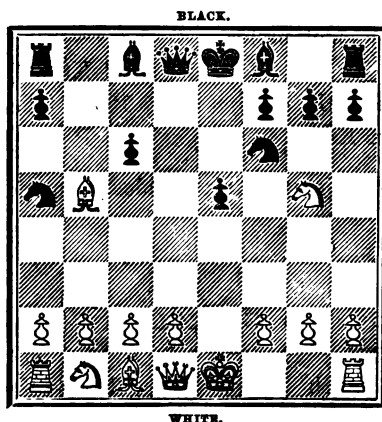
7 P takes P

7 P takes P

White has now the choice of three lines of play, viz.—

8 $\overline{\text{Q to K B 3}}$ 8 $\overline{\text{B to Q R 4}}$ and 8 $\overline{\text{B to K 2}}$

each of which has its advocates. In the present Game we shall confine our attention to 8 $\overline{\text{Q to K B 3}}$, reserving the retreat of the Bishop for future consideration. (See Games IV. and V.)



Position after Black's seventh move.

8 Q to K B third

Black has now two modes of play to choose from, viz.—

8 $\overline{Q \text{ to } Q \text{ B } 2}^{(1)}$ and 8 $\overline{Q \text{ to } Q \text{ Kt } 3}^{(2)}$.

In the first place :—

8 $\overline{Q \text{ to } Q \text{ B } \text{second}}$

In opposition to most of the authorities, we are inclined to agree with the authors of the German *Handbuch* in pronouncing this move preferable to 8 $\overline{Q \text{ to } Q \text{ Kt } 3}$.

9 $\overline{B \text{ to } Q \text{ R } \text{fourth}}$

9 $\overline{B \text{ to } Q \text{ third}}$

Black might also play at this point 9 $\overline{B \text{ to } K \text{ Kt } 5}$, in which case White's best move would be, seemingly, 10 $\overline{Q \text{ to } K 3}$. If he play instead 10 $\overline{Q \text{ to } K \text{ Kt } 3}$, Black would at once obtain a marked advantage by 10 $\overline{B \text{ to } Q 3}$.

10 $\overline{P \text{ to } Q \text{ third}}$

10 Castles

11 Castles

11 $\overline{P \text{ to } K \text{ R } \text{third}}$

12 $\overline{Kt \text{ to } K \text{ fourth}}$

12 $\overline{Kt \text{ takes } Kt}$

and whether White retake with Queen or Pawn, his opponent rejoins with 13 $\overline{P \text{ to } K \text{ B } 4}$, having more than an equivalent in position for the Pawn he has sacrificed.

In the second place :—

8 $\overline{Q \text{ to } Q \text{ Kt } \text{third}}$

9 $\overline{B \text{ to } Q \text{ R } \text{fourth}}$

If he retire the Bishop to King's second, the following is probable :—9 $\overline{B \text{ to } K 2}$ 10 $\overline{P \text{ to } Q 3}$ 11 $\overline{Q \text{ to } K \text{ Kt } 3}$ B to K 2 best B to K Kt 5 B takes B, &c.

9 $\overline{B \text{ to } K \text{ Kt } \text{fifth}}$

His best move. If he play instead 9 $\overline{B \text{ to } Q \text{ B } 4}$, White may rejoin with 10 $\overline{Kt \text{ to } Q \text{ B } 3}$.

10 $\overline{Q \text{ to } K \text{ Kt } \text{third}}$

10 $\overline{P \text{ to } K \text{ R } \text{third}}$

11 $\overline{Kt \text{ to } K \text{ R } \text{third}}$

Retreating the Knight to K B third is inferior, e.g.—

11 $\overline{Kt \text{ to } K \text{ B } 3}$ 12 $\overline{P \text{ to } K \text{ R } 3}$ (If 12 Castles Black rejoins 12 $\overline{\text{Castles } Q \text{ R}}$ B to Q 3 $\overline{Q \text{ to } R 4}$ with a winning position), 12 $\overline{Kt \text{ to } K 5}$ 13 $\overline{Q \text{ takes } B}$ (If 13 $\overline{P \text{ to } K \text{ Kt } 4}$ 14 $\overline{Kt \text{ takes } Kt}$ 15 $\overline{Q \text{ takes } R \text{ ch}}$ K to Q 2 and wins), 13 $\overline{Kt \text{ takes } K \text{ B } 3}$ 14 $\overline{Q \text{ takes } K \text{ Kt } 3}$ 15 $\overline{Q \text{ takes } R \text{ ch}}$ K to Q 2 and wins.

- 11 B to Q third
 12 Castles best
 12 Castles Q R
 13 Q to K third

White may play also at this juncture 13 $\frac{\text{Kt to Q B 3}}{\text{P to K 5}}$ and 13 $\frac{\text{P to Q 3}}{\text{K to Kt 2}}$,
e.g.—

1st. 13 $\frac{\text{Kt to Q B 3}}{\text{P to K 5}}$ 14 $\frac{\text{Q to K 3}}{\text{Q to Q B 2}}$ 15 $\frac{\text{Kt takes K P}}{\text{B takes P ch}}$ 16 $\frac{\text{K to R sq}}{\text{K R to K sq}}$, and
 wins.

2nd. 13 $\frac{\text{P to Q 3}}{\text{P to K 5}}$ 14 $\frac{\text{Q to K 3}}{\text{Q to Q B 2}}$ 15 $\frac{\text{P takes K P}}{\text{B takes P ch}}$ 16 $\frac{\text{K to R sq}}{\text{B to K 4}}$ 17 $\frac{\text{Kt to Q B 3}}{\text{B to Q 5}}$
 18 $\frac{\text{Q to Q 3}}{\text{K to Kt 2}}$, with a fine position. See *Chess Player's Magazine*, 1865,
 pp 299-300.

13 Q to Q B second
 14 P to Q third
 14 Kt to Q fourth
 If 14 $\frac{\text{Kt to Q B 3}}{\text{Kt to Q B 5}}$ then 14 $\frac{\text{Kt to Q B 3}}{\text{Kt to Q B 5}}$, and Black has a decided
 advantage.

GAME IV.

WHITE.

- 1 P to K fourth
 2 Kt to K B third
 3 B to Q B fourth
 4 Kt to K Kt fifth
 5 P takes P
 6 B to Q Kt fifth ch
 7 P takes P
 8 B to Q R fourth

BLACK.

- 1 P to K fourth
 2 Kt to Q B third
 3 Kt to K B third
 4 P to Q fourth
 5 Kt to Q R fourth
 6 P to Q B third
 7 P takes P

For 8 $\frac{\text{B to K 2}}{\text{B to K 2}}$ see next game.

- 9 Kt to K B third
 10 Q to K second

- 8 P to K R third
 9 P to K fifth
 10 B to K third

The *Handbuch* also gives 10 $\frac{\text{B to Q B 4}}{\text{B to Q B 4}}$, and continues 11 $\frac{\text{Castles}}{\text{Castles}}$
 12 $\frac{\text{Kt to K sq}}{\text{B to K Kt 5}}$ 13 $\frac{\text{Q to Q R 6}}{\text{B to Q B sq}}$ 14 $\frac{\text{Q to K 2}}{\text{Q to K 2}}$, even game.
 11 Kt to K fifth

If 11 $\frac{\text{Kt to Kt sq}}{\text{B to Q B 4}}$ 12 $\frac{\text{P to Q B 3}}{\text{B to Q B 5}}$ 13 $\frac{\text{Q to Q sq}}{\text{Q to Q Kt 3}}$, and Black has a fine game.

	11 Q to Q fifth
12 B takes Q B P ch	12 Kt takes B
13 Kt takes Kt	

The authors of *Theorie und Praxis* also give 13 $\frac{\text{Q to Q Kt 5}}$.

	13 Q to Q B fourth
14 Q to Q R sixth	14 B to Q B sq
15 P to Q Kt fourth	15 Q takes Q B P
16 Q to Q Kt fifth	16 Q takes B ch
17 K to K second	17 Q takes R

with a winning superiority.

GAME V.

WHITE.

1 P to K fourth
 2 Kt to K B third
 3 B to Q B fourth
 4 Kt to K Kt fifth
 5 P takes P
 6 B to Q Kt fifth ch
 7 P takes P
 8 B to K second

BLACK.

1 P to K fourth
 2 Kt to Q B third
 3 Kt to K B third
 4 P to Q fourth
 5 Kt to Q R fourth
 6 P to Q B third
 7 P takes P

The authors of *Theorie und Praxis* pronounce the retreat of the Bishop to King's second to be the veritable mode of play, and consider that it establishes the validity of the attack consequent on White's fourth move (4 $\frac{\text{Kt to K Kt 5}}$).

	8 P to K R third
9 Kt to K B third	9 P to K fifth
10 Kt to K fifth	

This is White's best move. Retiring the Knight to Knight's square would be manifestly disastrous.

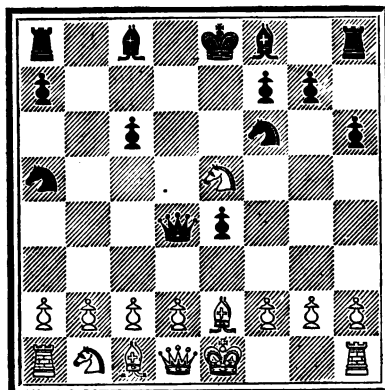
10 Q to Q fifth best

If 10 $\frac{Q \text{ to } Q B 2}{Q \text{ to } Q B 2}$ 11 $\frac{P \text{ to } Q 4}{B \text{ to } Q 3}$ 12 $\frac{P \text{ to } K B 4}{P \text{ to } K B 4}$, with a good game.

In reply to Black's tenth move, White has two lines of play open to him, viz.—

11 $\frac{P \text{ to } K B 4}{P \text{ to } K B 4}$ ⁽¹⁾ and 11 $\frac{Kt \text{ to } K Kt 4}{Kt \text{ to } K Kt 4}$ ⁽²⁾

BLACK.



WHITE.

Position after Black's tenth move.

In the first place :—

11 P to K B fourth

This move has the sanction of the authors of *Theorie und Praxis*.

The *Handbuch*, on the contrary, seems to prefer 11 $\frac{Kt \text{ to } K Kt 4}{Kt \text{ to } K Kt 4}$.

11 B to Q B fourth

If 11 $\frac{P \text{ to } Q B 3}{B \text{ to } Q 3}$ 12 $\frac{P \text{ to } Q B 3}{Q \text{ to } Q Kt 3}$ 13 $\frac{P \text{ to } Q Kt 4}{Kt \text{ to } Q Kt 2}$ 14 $\frac{Kt \text{ to } Q R 3}{Kt \text{ to } Q R 3}$, &c.

12 R to K B sq

12 B to Q third

We believe Black might also play, with at least equal advantage, 12 $\frac{Q \text{ to } Q 3}{Q \text{ to } Q 3}$. The following continuation occurred in a game between Messrs. Anderssen and De Riviere :—

12 $\frac{Q \text{ to } Q 3}{Q \text{ to } Q 3}$ 13 $\frac{P \text{ to } Q B 3}{Kt \text{ to } Kt 2}$ 14 $\frac{P \text{ to } Q Kt 4}{B \text{ to } Q Kt 3}$ 15 $\frac{Kt \text{ to } Q R 3}{Castles}$ 16 $\frac{Kt \text{ to } Q B 4}{Q \text{ to } Q B 2}$, and the second player has, in our opinion, an ample equivalent in position for the Pawn he has lost.

13 P to Q B third

13 Q to Q Kt third

14 Q to Q R fourth

This move first occurred in a game between Mayet and Der Lasa, and in the opinion of the *Theorie und Praxis* establishes the opening in White's favour. The *Handbuch* gives also 14 $\frac{P \text{ to } Q 4}{P \text{ takes } P \text{ en pass}}$ 15 $\frac{Q \text{ takes } P}{Q \text{ to } Q B 2}$ 16 $\frac{P \text{ to } Q Kt 4}{Kt \text{ to } Kt 2}$ 17 $\frac{B \text{ to } B 3}{Castles}$ 18 $\frac{Kt \text{ takes } Q B P}{Kt \text{ to } K Kt 5}$, and Black is said to have the superiority. The *Theorie und Praxis* breaks off the variation after White's fourteenth move, but the *Handbuch* continues—

14 B to Q second

15 Kt takes B

15 K takes Kt

and seems to be of opinion that White has some slight advantage on account of his extra Pawn. We confess we cannot endorse this conclusion. On the contrary, we think that, with the best play on both sides, the first player would find it difficult to do more than draw the game.

In the second place :—

11 Kt to K Kt fourth

11 B takes Kt

Capturing Knight with Knight is very inferior, e.g.—

11 $\frac{Kt \text{ takes } Kt}{Kt \text{ takes } Kt}$ 12 $\frac{B \text{ takes } Kt}{P \text{ to } K 6}$ 13 $\frac{B \text{ takes } B}{P \text{ takes } P \text{ ch}}$ 14 $\frac{K \text{ to } B \text{ sq}}{R \text{ takes } B}$ 15 $\frac{P \text{ to } Q B 3}{Q \text{ to } Q 4}$
 15 $\frac{K \text{ takes } P}{B \text{ to } Q 3}$ 16 $\frac{P \text{ to } Q 4}{\text{, \&c.}}$

12 B takes B

12 P to K sixth

Black's twelfth move is denounced by the leading German authorities, but we believe it may be made, not only with safety, but advantage. The *Handbuch* and *Theorie und Praxis* give instead, 12 $\frac{Kt \text{ to } Q B 5}{\text{, \&c.}}$ and 12 $\frac{B \text{ to } Q B 4}{\text{, \&c.}}$, which we will briefly examine in turn.

Firstly. 12 $\frac{Kt \text{ to } Q B 5}{\text{, \&c.}}$ 13 $\frac{P \text{ to } Q B 3}{Q \text{ to } Q Kt 3}$ 14 $\frac{B \text{ to } K 2}{Kt \text{ takes } Kt P}$ 15 $\frac{B \text{ takes } Kt}{Q \text{ takes } B}$
 16 $\frac{Q \text{ to } Q Kt 3}{R \text{ to } Q Kt \text{ sq.}}$ Even game.

In addition to these moves, Black may play, I think, with equal advantage, 12 $\frac{B \text{ to } Q 3}{\text{, \&c.}}$.

Secondly. 12 $\frac{B \text{ to } Q B 4}{\text{, \&c.}}$ 13 $\frac{Castles}{P \text{ to } K 6}$ 14 $\frac{B \text{ to } K B 3}{P \text{ takes } P \text{ ch}}$ 15 $\frac{K \text{ to } R \text{ sq.}}{Castles Q R}$
 16 $\frac{P \text{ to } Q B 3}{\text{, \&c.}}$, and the game is said to be in White's favour.

13 B to K B third

White may also continue—13 $\frac{P \text{ to } K B 4}{Q \text{ takes } B P}$ 14 $\frac{B \text{ to } B 3}{\text{Castles } Q R}$ 15 $\frac{\text{Castles}}{B \text{ to } B 4}$
16 $\frac{K \text{ to } R sq}{}$, &c.

13 P takes B P ch

14 K to B sq

14 Castles

In a game between Messrs. Suhle and Neumann, the latter played here 14 $\frac{K \text{ to } Q 3}{}$, but the move in the text seems in every way preferable.

15 Q to K second

15 B to Q B fourth best

16 P to Q B third

White has apparently no better move. If he play 16 $\frac{Q \text{ to } R 6 ch}{}$ with the object of winning the Knight, he would clearly lose in a few moves: e.g.—

16 $\frac{Q \text{ to } R 6 ch}{K \text{ to } Kt sq}$ 17 $\frac{Q \text{ takes } Kt}{Q R \text{ to } K sq}$ 18 $\frac{B \text{ to } K 2}{R \text{ takes } B}$ and wins.

16 Q to Q sixth

The move usually recommended for Black at this point is 16 $\frac{Q \text{ to } Q 5}{}$, to which White's best rejoinder seems to be 17 $\frac{Q \text{ to } Q R 6 ch}{}$ and not 17 $\frac{P \text{ to } Q 4}{}$ or 17 $\frac{P \text{ to } Q Kt 4}{}$, on account of 17 $\frac{Kt \text{ to } Q Kt 6}{}$. Compare a pretty game between Mr. Weil and a Polish amateur, *Staunton's Chess Praxis*, p 197. The following is apparently the correct continuation:—

16 $\frac{Q \text{ to } Q R 6}{}$ 17 $\frac{Q \text{ to } Q R 6 ch}{K \text{ to } Kt sq}$ 18 $\frac{P \text{ to } Q 4}{K R \text{ to } K sq}$ 19 $\frac{B \text{ to } K B 4 ch}{B \text{ to } Q 3}$ 20 $\frac{B \text{ takes } B ch}{R \text{ takes } B}$
21 $\frac{P \text{ to } Q Kt 3}{Q \text{ to } Q Kt 4 ch}$ 22 $\frac{Q \text{ takes } Q}{P \text{ takes } Q}$ 23 $\frac{K \text{ takes } P}{R \text{ to } Q B sq \text{ best}}$

and we think that White's extra Pawn is more than an equivalent for his constrained position, as he will now play his Rook to King's sq, and then to King's third. The above moves occurred in a game between Messrs. Wayte and Ranken, which was ultimately drawn. See *Chess Player's Magazine* for 1866, p 18.

The move in the text (16 $\frac{Q \text{ to } Q 6}{}$) is, we believe, the invention of Mr. STREINITZ. It certainly gives the second player a very strong and embarrassing attack, which, with the slightest error on the part of the defence, would speedily become irresistible—but, against the best play, we are by no means satisfied that it is critically sound. We regret we have not space for more than a few of the leading variations.

BLACK.



WHITE.

Position after Black's sixteenth move.

17 Q takes Q

This is compulsory, as Black threatens 17 $\overline{\text{K R to K sq.}}$

17 R takes Q

18 P to Q Kt fourth

18 R to K sq

19 B to K second

19 Q R to Q third

20 P to Q fourth

This is, we believe, preferable to the more obvious move of 20 $\overline{\text{P takes B}}$, though we question whether even the capture of the Bishop would necessarily result in a lost game for White. The following continuation occurred between Messrs. Ranken and Wayte—

20 $\overline{\text{P takes B}}$ 21 $\overline{\text{B to R 6 ch}}$ 22 $\overline{\text{K takes P}}$ 23 $\overline{\text{K to Kt sq}}$ 24 $\overline{\text{B to KB sq}}$
 $\overline{\text{QR to K 3}}$ $\overline{\text{K to B 2}}$ $\overline{\text{Kt to K 5 ch}}$ $\overline{\text{Kt takes P at B 5}}$ $\overline{\text{QR to K 8}}$

25 $\overline{\text{Kt to Q R 3}}$. At this point White (Mr. Ranken) played

26 $\overline{\text{B to Q Kt 2}}$, and lost the game in a few moves. The *Chess*

Player's Magazine 1866, p 15, suggests instead 26 $\overline{\text{Kt to QB 2}}$, which is unquestionably a stronger reply,—albeit, in any case, Black remains with the better game.

20 Q R to K third

If 20 $\overline{\text{R takes Q P}}$ 21 $\overline{\text{P takes R}}$ 22 $\overline{\text{P takes Kt}}$ 23 $\overline{\text{K takes P}}$ 24 $\overline{\text{K to B 3}}$
 $\overline{\text{B takes Q P}}$ $\overline{\text{B takes R}}$ $\overline{\text{B to Q 5 ch}}$
 and wins.

21 B to R sixth ch

21 K to Q second best

22 K takes P best

If he take either Bishop or Knight, Black wins off hand by

22 $\overline{\text{Kt to K Kt 5}}$.

22 Kt to K fifth ch

23 K to Kt sq

and Black's attack is nearly over. If he play now 23 $\overline{\text{Kt takes Q B P}}$ White rejoins with 24 $\overline{\text{P takes B}}$, &c.

GAME VI.

WHITE.

BLACK.

1 P to K fourth

1 P to K fourth

2 Kt to K B third

2 Kt to Q B third

3 B to Q B fourth

3 Kt to K B third

4 Kt to K Kt fifth

4 P to Q fourth

5 P takes P

5 Kt to Q R fourth

6 P to Q third

This move has been attributed to Kieseritsky, but it was first brought into notice by Max Lange (*Magdeburg Schachzeitung*, 1849).

6 P to K R third

The *Handbuch* and *Theorie und Praxis* give also 6 $\overline{\text{B to Q B 4}}$ and continue—7 $\overline{\text{Castles}}$ 8 $\overline{\text{P to Q B 3}}$ 9 $\overline{\text{P to Q Kt 4}}$ 10 $\overline{\text{P takes B}}$ 11 $\overline{\text{B takes P}}$
 $\overline{\text{Castles}}$ $\overline{\text{P to K B 3}}$ $\overline{\text{P takes Kt}}$ $\overline{\text{K Kt takes P}}$ $\overline{\text{P to K B 3}}$
 12 $\overline{\text{B takes Kt ch}}$ 13 $\overline{\text{B to K 3}}$ and the game is about even.
 $\overline{\text{Q takes B}}$ $\overline{\text{B to K B 4}}$

7 Kt to K B third

7 P to K fifth

8 Q to K second

8 Kt takes B

9 P takes Kt

9 B to Q B fourth

This is stronger than 9 $\overline{\text{B to K 2}}$ or 9 $\overline{\text{B to Q 3}}$.

10 P to K R third

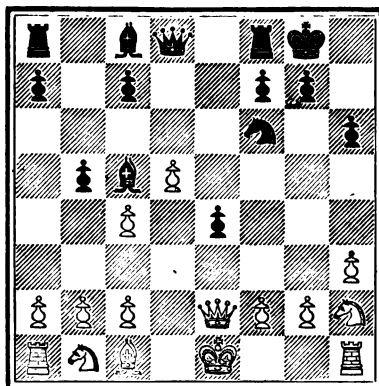
10 Castles

11 Kt to K R second

11 P to Q Kt fourth

Black's eleventh move was first played by Dr. Suhle, and appears to turn the tables effectually on the first player.

BLACK.



WHITE.

Position after Black's eleventh move.

12 Kt to Q B third

If 12 P takes P 12 Kt takes P.

If 12 P to Q Kt 3 13 P takes P 14 Kt to Q B 3, &c.
P takes P B to Q R 3 P to Q B 3

12 P takes P

13 Q takes P

13 Q to Q third

and Black has much the better game.

GAME VI.

WHITE.

BLACK.

1 P to K fourth

1 P to K fourth

2 Kt to K B third

2 Kt to Q B third

3 B to Q B fourth

3 Kt to K B third

4 P to Q fourth

This, in our opinion, is quite as effective as 4 Kt to K Kt 5, just examined. White may also play 4 Castles, with the same result, *e.g.*—

4 Castles 5 P to Q 4 6 R to K sq, &c.
Kt takes K P P takes P

4 P takes P

5 Castles

If 5 $\frac{P \text{ to } K 5}{P \text{ to } Q 4}$, &c., and the game is resolved into a form of the Giuoco Piano favourable to the second player.

5 Kt takes K P .

If he play 5 $\frac{B \text{ to } Q 4}{B \text{ to } Q 4}$, we have Max Lange's attack in the Giuoco Piano. See pp 22-27.

6 R to K sq

6 P to Q fourth

7 B takes Q P

7 Q takes B

8 Kt to Q B third

8 Q to K R fourth

If Black play 8 $\frac{Q \text{ to } K B 4}{Q \text{ to } K B 4}$, then 9 $\frac{Kt \text{ takes Kt}}{B \text{ to } K 2}$ 10 $\frac{B \text{ to } K Kt 5}{B \text{ to } K Kt 5}$, &c.

He may, however, move also 8 $\frac{Q \text{ to } Q B 5}{Q \text{ to } Q B 5}$, a line of defence first proposed by Mr. Wayte, which strikes us as being quite as efficient as 8 $\frac{Q \text{ to } K R 4}{Q \text{ to } K R 4}$. The best continuation seems to be—

8 $\frac{Q \text{ to } Q B 5}{Q \text{ to } Q B 5}$ 9 $\frac{Kt \text{ takes Kt}}{B \text{ to } K 3}$ 10 $\frac{B \text{ to } K Kt 5 \text{ best}}{B \text{ to } Q Kt 5}$ (if 10 $\frac{Q Kt \text{ to } Kt 5}{Castles}$) 11 $\frac{P \text{ to } Q B 3}{P \text{ takes P}}$

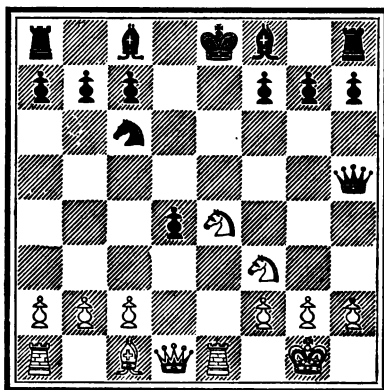
12 $\frac{P \text{ takes P}}{B \text{ to } R 4 \text{ best}}$, with the better game.

9 Kt takes Kt

Black has now the choice of two moves, viz.—

(1) 9 $\frac{B \text{ to } K 2}{B \text{ to } K 2}$ and (2) 9 $\frac{B \text{ to } K 3}{B \text{ to } K 3}$

BLACK.



WHITE.

Position after White's ninth move.

In the first place :—

10 B to K Kt fifth

9 B to K second best

10 B to K Kt fifth

and Black has the better game, for if—

11 B takes B

11 B takes Kt best

12 Q takes B

If 12 $\frac{\text{Kt to B 6 ch}}{\text{P takes Kt}}$

13 $\frac{\text{B takes P dis ch}}{\text{K to B sq}}$

14 $\frac{\text{Q takes B}}{\text{Q takes Q}}$

15 $\frac{\text{P takes Q}}{\text{R to Kt sq ch}}$

16 $\frac{\text{K to R sq}}{\text{R to Kt 3}}, \&c.$

12 Q takes Q

13 P takes Q

13 Kt takes B, &c.

In the second place :—

10 B to K Kt fifth

9 B to K third

10 B to Q Kt fifth best

If he play 10 $\frac{\text{P to KR 3}}$, White rejoins with 11 $\frac{\text{B to KB 6}}$, &c.

11 P to Q B third

The authors of *Theorie und Praxis* make White play
11 $\frac{\text{Kt takes QP}}$, but we are inclined to prefer the move in the text.

11 P takes P

12 P takes P

12 B to R fourth best

and the game is about even. If he play 12 $\frac{\text{B to K 2}}$, then follows

13 $\frac{\text{B takes B}}{\text{Kt takes B}}$ 14 $\frac{\text{Q to R 4 ch}}{\text{B to Q 2}}$ 15 $\frac{\text{Q to R 3}}$ and White has a good game.

CHAPTER X.

THE COUNTER-GAMBITS IN THE KING'S KNIGHT'S OPENING.

THE CENTRE COUNTER-GAMBIT.

- 1 $\frac{P \text{ to } K4}{P \text{ to } K4}$ 2 $\frac{Kt \text{ to } KB3}{P \text{ to } Q4}$
- 3 $\frac{Kt \text{ takes } KP}{}$ GAME I.
- 3 $\frac{P \text{ takes } QP}{}$ GAME II.

THE GRECO COUNTER-GAMBIT.

- 1 $\frac{P \text{ to } K4}{P \text{ to } K4}$ 2 $\frac{Kt \text{ to } KB3}{P \text{ to } KB4}$
- 3 $\frac{Kt \text{ takes } KP}{}$ } GAME I.
- 3 $\frac{P \text{ takes } BP}{}$ }
- 3 $\frac{B \text{ to } QB4}{}$ GAME II.

We have previously remarked that, in the King's Knight's Opening, in addition to the three principal defences of—

- 2 $\frac{P \text{ to } Q3}{}$, 2 $\frac{Kt \text{ to } KB3}{}$, and 2 $\frac{Kt \text{ to } QB3}{}$

Black may adopt either of the Counter-Gambits, 2 $\frac{P \text{ to } Q4}{}$ and 2 $\frac{P \text{ to } KB4}{}$, which we shall now proceed to examine respectively, under the heads of the "Centre Counter-Gambit," and the "Greco Counter-Gambit."

THE CENTRE COUNTER-GAMBIT.

GAME I.

WHITE.

BLACK.

- 1 P to K fourth
2 Kt to KB third
3 Kt takes P

- 1 P to K fourth
2 P to Q fourth

This is inferior to 3 P takes Q P, for which see Game II.

Black has now the choice of three moves, viz.—

3 Q to K 2 (1) 3 P takes K P (2) and 3 B to Q 3 (3).

In the first place :—

3 Q to K second.
4 P to Q fourth 4 P to K B third

If White now retire the Kt to K Kt 4, Black takes it off with Bishop, afterwards capturing the K P with Queen, checking, with an even game.

Instead, however, of 4 Kt to K Kt 4, Mr. Cochrane introduced the ingenious move of 4 Kt to Q B 3, leaving the King's Knight *en prise*. The following continuation occurred between Mr. Cochrane and Mr. Staunton—

5 Kt to Q B third 5 P takes Kt
6 Kt takes P 6 Q to Q third

In another game Black played—

6 Q to K B 2, then 7 K B to B 4 8 Castles 9 P to K B 4 10 B P takes P
11 P takes P 12 P to K 6, &c.

7 P takes P 7 Q takes P
8 B to Q third 8 B to Q third best
9 P to K B fourth

with a fair game. See *Chess Player's Companion*, p 213.

In the second place :—

3 P takes K P
4 B to Q B fourth
If 4 P to Q 4 5 B to Q B 4, for which see the next variation.
4 Q to K Kt fourth
5 B takes B P ch

White appears to have no better move. If he play 5 Kt takes B P, then 5 Q takes K Kt P, with the continuation—

6 $\frac{R \text{ to } B \text{ sq}}{B \text{ to } K \text{ Kt } 5}$ 7 $\frac{P \text{ to } K \text{ B } 3}{B \text{ takes } P}$ 8 $\frac{R \text{ to } K \text{ B } 2}{Q \text{ to } K \text{ t } 8 \text{ ch}}$ 9 $\frac{R \text{ to } B \text{ sq}}{Q \text{ to } K \text{ Kt } 5}$, with the better game.

5 K to K second

6 B takes K Kt

If 6 $\frac{Q \text{ to } K \text{ R } 5}{}$, Black captures K Kt P with Queen, and then plays out Kt to K B 3.

7 P to Q fourth

8 R to B sq

9 Kt to Q second

10 Q to K second

11 K Kt to Q B fourth

12 Kt takes B

13 Q to Q Kt fifth

14 Q takes Kt P

15 Q takes B P ch

6 R takes B

7 Q takes Kt P

8 B to K R sixth

9 P to K Kt third

10 B to K R third

11 B takes Kt ch

12 Kt to Q B third

13 Q R to K B sq

14 P to K sixth

15 K to K sq

and Black should win.

In the third place:—

4 P to Q fourth

5 B to Q B fourth

6 Q to K R fifth

7 P takes B

3 B to Q third

4 P takes P

5 B takes Kt

6 Q to K second best

with the better game.

If, instead of 6 $\frac{Q \text{ to } K \text{ R } 5}{}$, Black attempts to retain the piece he has won by 6 $\frac{Q \text{ takes } Q \text{ P}}{}$, White will obtain an immediate advantage by the following line of play—

7 Q takes K B P ch

8 Q to B eighth ch

9 B takes K Kt, &c.

6 Q takes Q P

7 K to Q sq

8 K to Q second

GAME II.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 P takes P

BLACK.

- 1 P to K fourth
- 2 P to Q fourth
- 3 B to Q third

This, in our opinion, is a far preferable move for Black than either 3 $\overline{Q \text{ takes P}}$ or 3 $\overline{P \text{ to K 5}}$. If the former, White replies with 4 $\overline{Kt \text{ to Q B 3}}$, &c. ; while 3 $\overline{P \text{ to K 5}}$ leads to the following :—

3 $\overline{P \text{ to K 5}}$ 4 $\overline{Q \text{ to K 2}}$ 5 $\overline{Kt \text{ to Q 4}}$ 6 $\overline{Q Kt \text{ to B 3}}$ 7 $\overline{K Kt \text{ to B 3}}$ 8 $\overline{Kt \text{ to K Kt 5}}$, &c.

4 P to Q fourth

This is White's best reply. Any other move enables Black to develop his game with rapidity.

- 5 Kt to K fifth
- 6 B to Q B fourth
- 7 Castles

- 4 P to K fifth
- 5 Kt to K B third
- 6 Castles

White has a Pawn more and a better position.

THE GRECO COUNTER-GAMBIT.

This defence, which appears to be a modification of the so-called "Damianp Gambit"—

(1 $\overline{P \text{ to K 4}}$ 2 $\overline{Kt \text{ to K B 3}}$
 $\overline{P \text{ to K 4}}$ $\overline{P \text{ to K B 3}}$)

was first brought into notice by Greco, who considered it to be a satisfactory reply to the *sortie* of the King's Knight, in which opinion he was followed by the great Deschappelles. Modern analysis, however, has proved it to be a most untrustworthy defence, and one not to be adopted in an important game.

GAME I.

WHITE.

- 1 P to K fourth
- 2 Kt to K B third
- 3 Kt takes K P

BLACK.

- 1 P to K fourth
- 2 P to K B fourth

White may also play with advantage 3 $\overline{B \text{ to } Q B 4}$, for which see Game II.

If, instead of either of these moves, he take Pawn with Pawn, Black gains an immediate superiority by the following line of play—

3 $\overline{P \text{ takes } P}$ 4 $\overline{P \text{ to } Q 4}$ 5 $\overline{Q \text{ to } K 2}$ 6 $\overline{Kt \text{ to } K Kt 5}$ 7 $\overline{Kt \text{ to } Q B 3}$ 8 $\overline{P \text{ to } K Kt 4}$
 $\overline{P \text{ to } Q 3}$ 4 $\overline{P \text{ to } K 5}$ 5 $\overline{Q \text{ to } K 2}$ 6 $\overline{Kt \text{ to } K B 3}$ 7 $\overline{P \text{ to } Q 4}$ 8 $\overline{P \text{ to } K R 4}$
 9 $\overline{B \text{ to } K R 3}$ 10 $\overline{B \text{ takes } P}$ 11 $\overline{Kt \text{ to } K 6}$ 12 $\overline{Kt \text{ takes } B}$ 13 $\overline{B \text{ to } K Kt 5}$
 $\overline{P \text{ takes } P}$ 10 $\overline{P \text{ to } K Kt 3}$ 11 $\overline{P \text{ takes } P}$ 12 $\overline{K \text{ takes } Kt}$ 13 $\overline{P \text{ to } Q B 3}$
 14 $\overline{B \text{ takes } Kt}$ 15 $\overline{B \text{ to } K R 5}$ and wins.
 $\overline{Q \text{ takes } B}$ 15 $\overline{Q \text{ to } K R 3}$

To resume the original game. In reply to 3 $\overline{Kt \text{ takes } K P}$ Black may play—

3 $\overline{Q \text{ to } K B 3}$ (1) or 3 $\overline{Kt \text{ to } Q B 3}$ (2)

4 $\overline{P \text{ to } Q \text{ fourth}}$ 3 $\overline{Q \text{ to } K B \text{ third}}$
 4 $\overline{P \text{ to } Q \text{ third}}$

If 4 $\overline{P \text{ takes } K P}$ 5 $\overline{B \text{ to } Q B 4}$ 6 $\overline{B \text{ to } B 7 \text{ ch}}$ 7 $\overline{P \text{ to } K R 4}$ 8 $\overline{Q \text{ to } K R 5}$
 $\overline{P \text{ to } Q B 3}$ 6 $\overline{K \text{ to } K 2 \text{ best}}$ 7 $\overline{P \text{ to } K R 3}$ and wins.

5 $\overline{Kt \text{ to } Q B \text{ fourth}}$ 5 $\overline{P \text{ takes } K P}$
 6 $\overline{Kt \text{ to } Q B \text{ third}}$ 6 $\overline{P \text{ to } Q B \text{ third}}$

In addition to 6 $\overline{P \text{ to } Q B 3}$, Black has the choice of several lines of defence. *Firstly*, he may play 6 $\overline{B \text{ to } K B 4}$, to which White replies with 7 $\overline{P \text{ to } K Kt 4}$, and 8 $\overline{B \text{ to } K Kt 3}$. *Secondly*, he may retire the Queen to K Kt 3, to which White rejoins with 7 $\overline{P \text{ to } K B 3}$ or 7 $\overline{Kt \text{ to } Q 5}$; and *Lastly*, he may move 6 $\overline{Kt \text{ to } K 2}$, in reply to which White plays 7 $\overline{P \text{ to } Q 5}$, &c. (Compare the *Handbuch*, where the opening is very elaborately analysed, pp 84, 85; and the English "Handbook," pp 95, 96.)

7 $\overline{Kt \text{ takes } K P}$

(7 $\overline{P \text{ to } Q 5}$ is also a good move at this juncture.)

8 $\overline{Q \text{ to } K \text{ second}}$ 7 $\overline{Q \text{ to } K \text{ third}}$
 9 $\overline{Q Kt \text{ to } Q \text{ sixth ch}}$ 8 $\overline{P \text{ to } Q \text{ fourth}}$

If 9 $\overline{K Kt \text{ to } Q 6 \text{ ch}}$, Black replies with 9 $\overline{K \text{ to } Q sq}$, with no very marked disadvantage, as a little examination will show.

9 K to Q second

If 9 $\overline{K \text{ to } Q \text{ sq}}$ 10 $\overline{Kt \text{ to } K \text{ Kt } 5}$, &c.

10 Kt to K B seventh

with a fine game.

In the second place:—

3 Kt to Q B third

For this novel defence, we are indebted to Mr. G. B. Fraser. Its theoretical soundness may be questioned, but it possesses some very interesting features—

4 Q to R fifth ch

4 P to K Kt third

5 Kt takes Kt P

5 Kt to K B third

6 Q to K R third

If 6 $\overline{Q \text{ to } K \text{ R } 4}$ 7 $\overline{Kt \text{ takes } B}$ &c.
 $\overline{R \text{ to } K \text{ Kt } sq}$ $\overline{R \text{ to } Kt } 5$

6 P takes P

7 Kt takes R

7 P to Q fourth

8 Q to K Kt third

8 Kt to Q fifth

9 Q to K fifth ch

9 Kt to K third

The above formed the opening moves of a game between a Glasgow amateur and Mr. Fraser. The former now moved 10 $\overline{B \text{ to } K } 2$, to which Black replied with 10 $\overline{B \text{ to } Q } 3$, and speedily obtained a winning position. Probably White would have done better to play 10 $\overline{P \text{ to } Q } 3$, to which the second player might rejoin with 10 $\overline{Q \text{ to } K } 2$, with a fine attacking game.

GAME II.

WHITE.

1 P to K fourth

2 Kt to K B third

3 B to B fourth

BLACK.

1 P to K fourth

2 P to K B fourth

3 P to Q third

This is apparently his best resource. If he play 3 $\overline{P \text{ takes } P}$ then follows—

4 $\overline{Kt \text{ takes } K \text{ P}}$ 5 $\overline{Kt \text{ to } B } 7$ 6 $\overline{R \text{ to } K \text{ B } sq}$ 7 $\overline{Kt \text{ takes } R}$ 8 $\overline{Q \text{ to } R } 5 \text{ ch}$ with a winning position.
 $\overline{Q \text{ to } K \text{ Kt } 4}$ $\overline{Q \text{ takes } Kt } P$ $\overline{P \text{ to } Q } 4$ $\overline{P \text{ takes } B}$

4 P to Q fourth

4 Kt to Q B third best

and the game is resolved into a form of the Philidor Defence, unfavourable to the second player. See p 4.

CHAPTER XI.

THE KING'S BISHOP'S GAME.

1 $\frac{P \text{ to } K4}{P \text{ to } K4}$ **2** $\frac{B \text{ to } B4}{B \text{ to } B4}$ **3** $\frac{P \text{ to } Q B3}{\phantom{P \text{ to } Q B3}}$, GAME I.
3 $\frac{Q \text{ to } K2}{\phantom{Q \text{ to } K2}}$, GAME II.
3 $\frac{P \text{ to } Q Kt4}{\phantom{P \text{ to } Q Kt4}}$, GAME III.
2 $\frac{\phantom{Kt \text{ to } K B3}}{Kt \text{ to } K B3}$ **3** $\frac{P \text{ to } Q4}{\phantom{P \text{ to } Q4}}$, GAME IV.
3 $\frac{Kt \text{ to } K B3}{Kt \text{ takes } KP}$, GAME V.

THE King's Bishop's Game, according to Philidor, is the best possible opening the first player can select, inasmuch as the Bishop immediately attacks the adversary's weakest point, and at the same time offers no obstacle to the advance of his own Pawns. Most modern authorities join issue here with the great French master, and agree in preferring the King's Knight's Game, as leading to a more varied and lasting attack. We should, however, bear in mind that the data on which Philidor grounded his estimate of the respective merits of the two *débuts* were very insufficient—most of the strong attacks in the King's Knight's Game, as well as the powerful defence of 2 Kt to KB3 in the Bishop's Opening, having come into vogue at a comparatively modern period.

GAME I.

WHITE.	BLACK.
1 P to K fourth	1 P to K fourth
2 B to B fourth	2 B to B fourth

Black may also move 2 Kt to KB3 , which is now generally preferred to the *sortie* of the King's Bishop. (See Game IV.) White has now the choice of several lines of play, the most important of which, viz., 3 P to QB3 , 3 Q to K2 , and 3 P to QKt4 , we shall touch

upon in turn. The moves of 3 $\underline{Q \text{ to } K R 5}$, 3 $\underline{Q \text{ to } K K t 4}$, 3 $\underline{Q \text{ to } K B 3}$, and 3 $\underline{P \text{ to } K B 4}$, require no analysis.

In addition to any of these he may play 3 $\underline{K t \text{ to } K B 3}$, resolving the game into a Giuoco Piano.

3 P to Q B third

This is the "classical" move. Its inherent weakness, however, is apparent from the fact that Black has the choice of several lines of defence, each of which results in at least an equal game.

3 Kt to K B third

This is, perhaps, as good a move as Black can adopt. He may, however, play also, as recommended by Mr. Lewis, 3 $\underline{P \text{ to } Q 4}$ or 3 $\underline{Q \text{ to } K K t 4}$, as advised by the Italian writers, *e.g.*—

Firstly—3 $\underline{P \text{ to } Q 4}$ 4 $\underline{B \text{ takes } P}$ 5 $\underline{Q \text{ to } K B 3}$ best (White may also play 5 $\underline{Q \text{ to } Q K t 3}$) 6 $\underline{B \text{ to } Q B 4}$ (Preferable apparently to either 6 $\underline{P \text{ to } Q 4}$ or 6 $\underline{B \text{ to } Q K t 3}$) 6 $\underline{B \text{ to } K K t 5}$, with the better game.

Secondly—3 $\underline{Q \text{ to } K K t 4}$ 4 $\underline{Q \text{ to } K B 3}$ (If 4 $\underline{K \text{ to } B sq}$) 5 $\underline{K t \text{ to } K 2}$ 6 $\underline{P \text{ to } Q 3}$ Even game.

4 P to Q fourth

4 P takes P

5 P to K fifth

5 P to Q fourth

6 B to Q Kt third

Taking Knight with Pawn is inferior, *e.g.*—

6 $\underline{P \text{ takes } K t}$ 7 $\underline{P \text{ takes } K t}$ 8 $\underline{Q \text{ to } K R 5}$ 9 $\underline{K \text{ to } Q sq}$ 10 $\underline{K t \text{ to } K B 3}$ 11 $\underline{R \text{ to } K sq}$
 6 $\underline{P \text{ takes } B}$ 7 $\underline{R \text{ to } K K t sq}$ 8 $\underline{Q \text{ to } K 2 oh}$ 9 $\underline{R \text{ takes } P}$ 10 $\underline{K t \text{ to } Q B 3}$ 11 $\underline{B \text{ to } K 3}$
 12 $\underline{R \text{ takes } B}$ 13 $\underline{Q \text{ takes } B}$ 14 $\underline{Q \text{ to } Q K t 5}$ 15 $\underline{P \text{ takes } P}$ 15 $\underline{P \text{ to } Q R 3}$, with a superior game.

6 Kt to K fifth

7 P takes P

7 Q to K R fifth

8 P to K Kt third

If 8 $\underline{B \text{ to } K 3}$ best 9 $\underline{K \text{ to } B sq}$ 10 $\underline{P \text{ to } K K t 3}$, &c.
 8 $\underline{B \text{ to } K t 5 ch}$ 9 $\underline{P \text{ to } Q R 3}$ 10 $\underline{B \text{ to } R 6 ch}$

8 Kt takes Kt P

9 B P takes Kt

9 Q to K fifth ch

10 K to B sq

10 Q takes R

- | | |
|------------------|-----------------------|
| 11 P takes B | 11 B to R sixth ch |
| 12 K to B second | 12 Q takes R P ch |
| 13 K to B third | 13 Q to Kt seventh ch |
| 14 K to K third | 14 Q takes Kt P ch |
- and Black should win.

GAME II.

THE LOPEZ GAMBIT.

WHITE.

- 1 P to K fourth
 2 B to B fourth
 3 Q to K second

BLACK.

- 1 P to K fourth
 2 B to B fourth
 3 Kt to Q B third best

Black may also obtain an even game by either 3 $\overline{P \text{ to } Q3}$ or
 3 $\overline{Q \text{ to } K2}$.

- 4 P to Q B third

This is decidedly White's best reply. 4 $\overline{B \text{ takes } K B P \text{ ch}}$ is very inferior, e.g.—

4 $\overline{B \text{ takes } B P \text{ ch}}$ 5 $\overline{Q \text{ to } Q B 4 \text{ ch}}$ 6 $\overline{Q \text{ takes } B}$ 7 $\overline{Kt \text{ to } Q B 3 \text{ best}}$ Black has
 $\overline{K \text{ takes } B}$ $\overline{P \text{ to } Q 4}$ $\overline{P \text{ takes } K P}$ $\overline{Kt \text{ to } K B 3}$
 an excellent game.

- 4 Kt to K B third

- 5 P to K B fourth

This constitutes the "Lopez Gambit." It is somewhat hazardous, and White, we believe, would do much better to play
 5 $\overline{P \text{ to } Q3}$.

- | | |
|----------------|-----------------|
| 6 R takes B | 5 B takes K Kt |
| 7 P to Q third | 6 Castles |
| 8 B takes Q P | 7 P to Q fourth |
| 9 P takes Kt | 8 Kt takes B |
| 10 Q B takes P | 9 P takes K B P |
| | 10 R to K sq |

Black has a winning position. The above moves are given in the "Handbooks."

GAME III.

THE DOUBLE GAMBIT.

This brilliant but hazardous *début* was originated by Mr. M'Donnell, whose name it frequently bears. With the slightest error on the part of the defences it becomes almost irresistible; but, if correctly opposed, the first player is left with a somewhat inferior game.

WHITE.

- 1 P to K fourth
- 2 B to B fourth
- 3 P to Q Kt fourth

BLACK.

- 1 P to K fourth
- 2 B to B fourth
- 3 B takes P

These moves constitute what Jaenisch terms the "Wing Gambit," which the first player may now resolve into the "Evans," by playing 4 P to Q B 3, and 5 Kt to K B 3.

4 P to K B fourth

4 P to Q fourth best

If 4 P takes P, White replies with 5 Kt to K B 3, with a fine game.

5 P takes Q P

If 5 B takes P, then 5 P to Q B 3, &c.

6 Kt to K second

5 P to K fifth

6 Kt to K B third

7 Castles

The following suggestive continuation occurred between Messrs. Mongredien and Morphy—

- | | | | | |
|--|---|--------------------------------------|--|--|
| 7 <u>P to Q B 3</u>
<u>B to Q B 4</u> | 8 <u>P to Q 4</u>
<u>P takes P en pass</u> | 9 <u>Q takes P</u>
<u>Castles</u> | 10 <u>B to Q R 3</u>
<u>B takes B</u> | 11 <u>Kt takes B</u>
<u>B to Kt 5</u> |
|--|---|--------------------------------------|--|--|
- 12 Castles K R, and White has no inferiority.

8 Kt to Q B third

7 Castles

8 P to Q B third

9 P takes P

9 Kt takes P

10 K to R sq

10 B to K Kt fifth

and Black's position is preferable.

GAME IV.

THE KING'S KNIGHT'S DEFENCE.

WHITE.

- 1 P to K fourth
2 B to B fourth

BLACK.

- 1 P to K fourth
2 Kt to K B third

Most of the principal authorities, with the exception of the author of the English "Handbook," agree in considering this to be Black's best reply to 2 B to B 4.

White has now the choice of several moves, the most important of which are 3 P to Q 4, 3 P to K B 4, and 3 Kt to K B 3, which we shall proceed to examine. He may also play 3 P to Q 3 and 3 Kt to Q B 3, to either of which Black can reply with 3 B to B 4, resolving the game into a *Giuoco Piano*. In answer to 3 Kt to Q B 3, he may also move 3 B to Q Kt 5.

- 3 P to Q fourth

(For 3 Kt to K B 3, see Game V.)

White may also move, but with less advantage—3 P to K B 4
4 B P takes P (if 4 K P takes P) 5 Q to K B 3 6 P to K Kt 3 7 R P takes Kt
Kt takes P 8 Kt to Q B 3 9 P to Q 3 10 B to K Kt 5 P to Q 5, and Black has the superiority.

This move is given by Ponziani, and is condemned—in our opinion justly—both by Jaenisch and the authors of the *Handbuch*. The same position is brought about in the "Centre Gambit."

- 3 P takes P best

- 4 P to K fifth

Retaking Pawn with Queen is objectionable, as Black may gain time by 4 Kt to Q B 3, &c. If White play 4 B to K Kt 5, the best answer apparently is 4 Kt to Q B 3.

- 4 P to Q fourth

- 5 Kt to K fifth

- 5 B to Q Kt third best

- 6 Kt to K second

If 6 $\overline{\text{Kt to KB}^3}$, White may reply advantageously with 6 $\overline{\text{B to Kt 5 ch}}$.

6 P to Q B fourth

Black may also play, with at least equal advantage, 6 $\overline{\text{B to QB}^4}$.

7 P to KB third

7 Kt to Kt fourth

8 Kt to KB fourth

8 P to Q B fifth

9 B to R fourth ch

9 Kt to B third

10 B takes Kt ch

10 P takes B

11 Q takes Q P

11 Kt to K third

12 Kt takes Kt

12 B P takes Kt

13 Castles

13 P to Q B fourth

The *Handbuch* makes White now to retire the Queen to King's Bishop's second, but Mr. Staunton prefers the more attacking move of 14 $\overline{\text{Q to Kt}^4}$. In the latter case we believe Black should reply with 14 $\overline{\text{Q to QB}^3}$ and 15 $\overline{\text{Q to KB}^2}$.

GAME V.

WHITE.

1 P to K fourth

2 B to Q B fourth

3 Kt to KB third

BLACK.

1 P to K fourth

2 Kt to KB third

3 Kt takes KP

Black's third move has the sanction of nearly all the authorities, but he may also play 3 $\overline{\text{Kt to QB}^3}$, reducing the opening into the Two Knights' game.

4 Kt to Q B third

Unless correctly opposed, this move, the invention of which is claimed for both Messrs. Kieseritsky and Boden, yields a very strong attack, and in any case the defence is extremely difficult and complicated. Theoretically, however, the second player ought to maintain the Pawn he has won, and on this account the authors of *Theorie und Praxis* prefer 4 $\overline{\text{P to Q}^3}$, with the following continuation:—

4 $\overline{\text{P to Q}^3}$ (If $\overline{\text{Kt to Q}^3}$, as recommended by the *Handbuch* and Jaenisch, White's correct reply is 5 $\overline{\text{B to QKt}^3}$) 5 $\overline{\text{Kt takes KP}}$

6 $\overline{\text{B to QKt}^3}$ 7 $\overline{\text{P to Q}^4}$ 8 Castles 9 $\overline{\text{P to QB}^3}$ 10 $\overline{\text{Kt to QB}^3}$, even Game.

In addition to 4 $\overline{\text{Kt to QB 3}}$ and 4 $\overline{\text{P to Q 3}}$, White may play 4 $\overline{\text{Q to K 2}}$, e.g.—

4 $\overline{\text{Q to K 2}}$ 5 $\overline{\text{Kt takes KP}}$ 6 Castles 7 $\overline{\text{B to Q Kt 3}}$ 8 $\overline{\text{P to Q 3}}$ 5 $\overline{\text{B to Q Kt 3}}$
 $\overline{\text{P to Q 4}}$ $\overline{\text{B to Q B 4}}$ $\overline{\text{Castles}}$ $\overline{\text{R to K sq}}$ $\overline{\text{Kt takes KB P}}$, with the
 better game. Another variation gives—4 $\overline{\text{Q to K 2}}$ 5 $\overline{\text{B to Q Kt 3}}$
 6 $\overline{\text{P to Q 3}}$ 7 $\overline{\text{Kt takes KP}}$ 8 $\overline{\text{Q to K 3}}$ 9 Castles 10 $\overline{\text{Q to K 2}}$
 $\overline{\text{Kt to QB 4}}$ $\overline{\text{Kt to Q 5}}$ $\overline{\text{K Kt takes B}}$ $\overline{\text{Q Kt takes BP}}$ (if 9 $\overline{\text{K to Q sq}}$)
 $\overline{\text{K Kt to Q 5}}$, and wins.

To return to the main variation.

• 4 Kt takes Kt

This is generally considered to be Black's best reply to 4 $\overline{\text{Kt to QB 3}}$. He can, however, safely retire the Knight to King's Bishop's third or Queen's third, or play 4 $\overline{\text{P to Q 4}}$. In the latter case we have the following:—

4 $\overline{\text{P to Q 4}}$ 5 $\overline{\text{B takes P}}$ 6 $\overline{\text{B to Kt 3}}$ 7 $\overline{\text{P to Q 3}}$ 8 $\overline{\text{P to KR 3}}$ 9 $\overline{\text{B to K 3}}$
 $\overline{\text{Kt to KB 3}}$ $\overline{\text{B to Q 3}}$ $\overline{\text{Castles}}$ $\overline{\text{P to KR 3}}$ $\overline{\text{Kt to QB 3}}$.

There is little advantage on either side.

5 Q P takes Kt

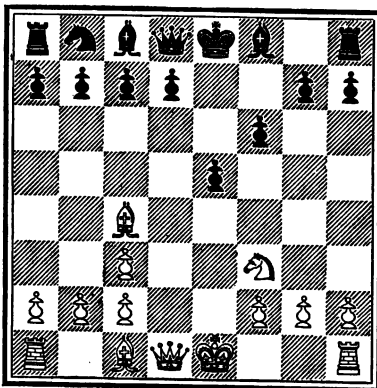
5 P to K B third

Black's fifth move, which was first introduced in a series of games between Messrs. Staunton and Horwitz, constitutes the true defence. He may, however, play also 5 $\overline{\text{P to QB 3}}$ or 5 $\overline{\text{P to Q 3}}$, e.g.—

Firstly—5 $\overline{\text{P to QB 3}}$ 6 $\overline{\text{Kt takes KP}}$ 7 $\overline{\text{B to Q Kt 3}}$
 $\overline{\text{P to Q 4}}$ $\overline{\text{B to Q 3}}$, &c.

Secondly—5 $\overline{\text{P to Q 3}}$ 6 $\overline{\text{Kt to K Kt 5}}$ 7 $\overline{\text{B takes B}}$ 8 $\overline{\text{Q to KB 3}}$, &c.

BLACK.



WHITE.

Position after Black's fifth move.

White has now the choice of three lines of play, viz.—

6 ⁽¹⁾Castles 6 ⁽²⁾B to K 3 and 6 ⁽³⁾Kt to K R 4.

In the first place :—

6 Castles

6 Q to K second

Black's sixth move was originally suggested by Mr. Brien, and, in our opinion, establishes a theoretically sound defence. He may, however, play also 6 $\overline{P\ to\ Q\ 3}$ or 6 $\overline{Kt\ to\ Q\ B\ 3}$, which we will briefly examine.

Firstly—6 $\overline{P\ to\ Q\ 3}$ 7 $\overline{Kt\ to\ K\ R\ 4}$ $\overline{P\ to\ K\ Kt\ 3}$ (we prefer 7 $\overline{Q\ to\ K\ 2}$) 8 $\overline{P\ to\ K\ B\ 4}$ $\overline{P\ to\ K\ B\ 4}$
9 $\overline{Kt\ takes\ B\ P}$ $\overline{B\ takes\ Kt}$ 10 $\overline{Q\ to\ Q\ 5}$, and wins the "exchange" at least,—for if Black attempt to save the Rook by 10 $\overline{B\ to\ K\ 2}$, then follows—
11 $\overline{P\ takes\ K\ P}$ $\overline{Kt\ to\ Q\ B\ 3}$ 12 $\overline{R\ takes\ B}$ $\overline{Kt\ takes\ K\ P}$ 13 $\overline{R\ takes\ Kt}$ $\overline{P\ takes\ R}$ 14 $\overline{Q\ to\ B\ 7\ ch}$ $\overline{K\ to\ Q\ 2}$ 15 $\overline{B\ to\ K\ Kt\ 5}$, and wins.

Secondly—6 $\overline{Kt\ to\ Q\ B\ 3}$ 7 $\overline{Kt\ to\ K\ R\ 4}$ $\overline{Q\ to\ K\ 2}$ (if 7 $\overline{Kt\ to\ K\ 2}$ 8 $\overline{B\ to\ Q\ 3}$)
8 $\overline{Kt\ to\ B\ 5}$ $\overline{Q\ to\ Q\ B\ 4}$ 9 $\overline{B\ to\ Kt\ 3}$ $\overline{P\ to\ Q\ 4}$ 10 $\overline{B\ to\ K\ 3}$ $\overline{Q\ to\ R\ 4}$ 11 $\overline{Kt\ to\ R\ 4}$ $\overline{B\ to\ K\ 3}$. We prefer White's game.

7 Kt to K R fourth

7 $\overline{Kt\ to\ Q\ 4}$, as suggested in the *Praxis*, is less advantageous for White, e.g.—

7 $\overline{Kt\ to\ Q\ 4}$ $\overline{Q\ to\ Q\ B\ 4}$ 8 $\overline{Q\ to\ K\ 2}$ $\overline{P\ to\ Q\ 4}$ 9 $\overline{B\ to\ Q\ Kt\ 3}$ $\overline{B\ to\ K\ 3}$, with a Pawn more and a superior position.

7 P to Q third

Black may also play with safety 7 $\overline{P\ to\ K\ Kt\ 3}$.

8 Q to R fifth ch	8 K to Q sq
9 P to K B fourth	9 B to K third
10 B takes B	10 Q takes B
11 P takes P	11 Q P takes B

The German *Handbuch* (4th edition) makes White now play

12 $\overline{\text{Kt to K Kt 6}}$, but to this move Black can seemingly rejoin advantageously with 12 $\overline{\text{B to Q B 4 ch}}$. We greatly prefer—

12 B to K third

and though Black is a Pawn *plus*, the first player's position is surely very superior.

In the second place :—

6 B to K third

6 Q to K second

7 Kt to K R fourth

7 P to K Kt third

Apparently the best reply. If 7 $\overline{\text{P to Q 3}}$, White may answer with 8 $\overline{\text{Q to R 5 ch}}$, &c.

8 Castles

8 P to Q third

With a safe defence, for if White now play 9 $\overline{\text{P to K B 4}}$, Black can reply with 9 $\overline{\text{P to K B 4}}$.

In the third place :—

6 Kt to K R fourth

6 P to K Kt third best

If 6 $\overline{\text{Q to K 2}}$ 7 $\overline{\text{Kt to B 5}}$ (if 7 $\overline{\text{Q to R 5 ch}}$ 8 $\overline{\text{Kt to Kt 6}}$ 9 $\overline{\text{B to Q 3}}$ &c.)
 7 $\overline{\text{Q to Q B 4}}$ 8 $\overline{\text{B to Q Kt 3}}$ 9 $\overline{\text{Kt to Kt 3}}$ 10 $\overline{\text{B to K 3}}$ 11 $\overline{\text{P to K B 3}}$
 12 $\overline{\text{P takes P}}$ 13 $\overline{\text{Kt to B 5}}$ 14 $\overline{\text{Q to R 5 ch}}$ 15 $\overline{\text{Q to Kt 5 ch}}$ and will win.
 12 $\overline{\text{P to B 5}}$ 13 $\overline{\text{P takes B}}$ 14 $\overline{\text{K to Q sq}}$

7 Castles

7 Q to K second

and Black has a Pawn more, and a secure position.

CHAPTER XII.

THE CENTRE AND DANISH GAMBITS.

GAME I.

WHITE.

- 1 P to K fourth
- 2 P to Q fourth
- 3 B to Q B fourth

BLACK.

- 1 P to K fourth
- 2 P takes P

White has the choice of several moves at this juncture. In the first place he can play 3 $\overline{\text{Kt to KB}^3}$, to which Black's best reply seems to be 3 $\overline{\text{Kt to QB}^3}$, reducing the Opening to a Scotch Gambit, but he may also play 3 $\overline{\text{B to QKt}^5 \text{ ch}}$, without disadvantage. Secondly, White may move 3 $\overline{\text{B to Q}^3}$, to which Black should rejoin with 3 $\overline{\text{P to Q}^4}$. Finally, White may try 3 $\overline{\text{P to KB}^4}$, in answer to which the second player can move 3 $\overline{\text{P to Q}^4}$, or 3 $\overline{\text{B to QB}^4}$.

For 3 $\overline{\text{P to QB}^3}$, see the DANISH GAMBIT, Game II.

3 B to Q Kt fifth ch

Black's third move occurs in DEL RIO, and has the sanction of Jaenisch and the authors of the German *Handbuch*. To our thinking, however, it is very inferior to 3 $\overline{\text{Kt to KB}^3}$, reducing the game to a form of the King's Bishop's Opening. See page 150. If, in lieu of either of these moves, he play 3 $\overline{\text{P to QB}^4}$, White rejoins with 4 $\overline{\text{P to QB}^3}$, and if 3 $\overline{\text{B to QB}^4}$, White may play 4 $\overline{\text{B takes KBP ch}}$, or perhaps, better still, 4 $\overline{\text{P to QB}^3}$.

- 4 P to Q B third
- 5 P takes P

- 4 P takes P
- 5 Q to KB third

Black's best reply. If he play 5 $\overline{\text{B to K}^3}$, White wins by 6 $\overline{\text{Q to Q}^5}$, and if 5 $\overline{\text{B to QB}^4}$, the answer is 6 $\overline{\text{B takes B P ch}}$, &c.

This again is Black's best reply, but he may also play 4 $\overline{\text{Kt to KB3}}$. A kindred position occurs in the Scotch Gambit, in which, however, the capture of the Queen's Knight's Pawn is not advisable.

5 Q B takes P

5 Kt to K B third

This is preferable to 5 $\overline{\text{Q to K Kt 4}}$, e.g.—

5 $\overline{\text{Q to K Kt 4}}$ 6 $\overline{\text{Kt to KB3}}$ 7 $\overline{\text{Kt to QB3}}$ 8 $\overline{\text{Q to Q Kt 3}}$, and White has

little inferiority.

6 P to K fifth

White's sixth move is given both in the *Handbuch* and in an analysis of the opening by Von der Lasa, which was published in the *Schachzeitung* for 1867. We believe, however, he would do better to play 6 $\overline{\text{Kt to QB3}}$.

6 B to Q Kt fifth ch

7 K to B sq

This retreat of the King is recommended in Von Der Lasa's analysis. In the *Handbuch* (4th edition) White is made to interpose the Queen's Knight, with the following continuation, e.g.—

7 $\overline{\text{Kt to QB3}}$ 8 $\overline{\text{K Kt to K 2}}$ 9 Castles 10 $\overline{\text{Kt takes Kt}}$ 11 $\overline{\text{B takes B}}$, and Black has the better game.

7 P to Q fourth

White has now three different modes of continuing the attack, viz.—

8 $\overline{\text{P takes Kt}}^{(1)}$ 8 $\overline{\text{Q to Q R 4 ch}}^{(2)}$ and 8 $\overline{\text{B to Q Kt 5 ch}}^{(3)}$.

In the first place :—

8 P takes Kt

8 P takes B

9 Q to Q R fourth ch

9 Kt to Q B third

10 P takes P

10 R to K Kt sq

11 Kt to Q B third

11 B takes Kt

12 B takes B

12 Q to Q sixth ch

13 Kt to K second

13 B to K Kt fifth

14 R to K sq best

14 Castles

- | | |
|---------------------|-------------------------|
| 15 P to K B third | 15 B takes P |
| 16 P takes B | 16 Q takes P ch. |
| 17 K to Kt sq | 17 P to K B third |
| 18 Q takes B P | 18 R takes P ch |
| 19 Kt to K Kt third | 19 Q R to K Kt sq |
| 20 Q to K sixth ch | 20 K to Kt sq |
| 21 Q to K eighth ch | 21 Kt to Q sq and wins. |

In the second place :—

8 Q to R fourth ch

8 K Kt to Q second

If 8 $\frac{\text{Kt to Q B 3}}{\text{Kt to Q B 3}}$, White obtains the better game by 9 $\frac{\text{B to Q Kt 5}}{\text{B to Q Kt 5}}$, &c.

- | | |
|--------------------|---------------------|
| 9 B takes P | 9 Q to K second |
| 10 P to K sixth | 10 P takes P |
| 11 Kt to Q B third | 11 Castles |
| 12 R to K sq | 12 Kt to Q Kt third |
| 13 Q to Q B second | 13 Kt takes B |
| 14 Kt takes Kt | 14 Q to Q B fourth |

with the better game.

In the third place :—

8 B to Q Kt fifth ch

8 Kt to Q second

If 8 $\frac{\text{B to Q 2}}{\text{B to Q 2}}$ 9 $\frac{\text{Q to R 4}}{\text{Q to K 2}}$ 10 $\frac{\text{P to Q B 3}}{\text{P to Q B 3}}$, &c.

9 P to K sixth

If 9 $\frac{\text{Q to K Kt 4}}{\text{B to K B sq}}$ 10 $\frac{\text{P to K 6}}{\text{P takes P}}$ 11 $\frac{\text{B takes P}}{\text{B takes B}}$ 12 $\frac{\text{Q takes B}}{\text{R to K B sq}}$, and wins.

- | | |
|---------------------|------------------|
| | 9 P takes P |
| 10 Q to R fifth ch | 10 K to B sq |
| 11 B takes P ch | 11 K takes B |
| 12 Q to K Kt fourth | 12 K to B sq |
| 13 Q takes B ch | 13 Q to K second |

and Black should win.

The above variations are taken from Von Der Lasa's analysis.

CHAPTER XIII.

THE KING'S KNIGHT'S GAMBIT.*

1 $\overline{P \text{ to } K 4}$ 2 $\overline{P \text{ to } K B 4}$ 3 $\overline{Kt \text{ to } K B 3}$ 4 $\overline{B \text{ to } B 4}$ 5 Castles 6 $\overline{P \text{ to } Q 4}$ 7 $\overline{P \text{ to } Q B 3}$
 $\overline{P \text{ to } K 4}$ $\overline{P \text{ takes } P}$ $\overline{P \text{ to } K Kt 4}$ $\overline{B \text{ to } Kt 2}$ $\overline{P \text{ to } Q 3}$ $\overline{P \text{ to } K R 3}$

7 $\overline{P \text{ to } Q B 3}$ GAME I.

7 $\overline{B \text{ to } K 3}$ GAME II.

7 $\overline{Kt \text{ to } K 2}$ GAME III.

7 $\overline{Kt \text{ to } Q 2}$ GAME IV.

7 $\overline{Kt \text{ to } Q B 3}$ GAME V.

7 $\overline{Q \text{ to } K 2}$ GAME VI.

1 $\overline{P \text{ to } K 4}$ 2 $\overline{P \text{ to } K B 4}$ 3 $\overline{Kt \text{ to } K B 3}$ 4 $\overline{B \text{ to } Q B 4}$ 5 $\overline{P \text{ to } K R 4}$
 $\overline{P \text{ to } K 4}$ $\overline{P \text{ takes } P}$ $\overline{P \text{ to } K Kt 4}$ $\overline{B \text{ to } Kt 2}$

GAMES VII. and VIII.

GAME I.

WHITE.

1 P to K fourth

2 P to K B fourth

3 Kt to K B third

BLACK.

1 P to K fourth

2 P takes P

3 P to K Kt fourth

Black's third move is the only method of preserving the Gambit Pawn, but he may equalize the game at once at the cost of the Pawn by 3 $\overline{P \text{ to } Q 4}$. If he play 3 $\overline{B \text{ to } K 2}$, we have the Cunningham Gambit.

4 B to Q B fourth.

For 4 $\overline{P \text{ to } K R 4}$, see the Allgaier Gambit, Chapter XVII.

4 B to K Kt second

He may also play 4 $\overline{P \text{ to } K Kt 5}$, which will be examined under the heads of the Salvio and Muzio Gambits. See Chapters XV. and XVI.

5 Castles

5 P to Q third

It is immaterial whether White Castles at this point, or plays 5 $\overline{P \text{ to } Q 4}$, the transposition of the moves leading to the same

* We have largely availed ourselves, in the present chapter, of an admirable article, contributed by the Rev. W. Wayte to the *Chess Player's Chronicle*, Second Series, Vol. III. p 273.

result, Black's best reply being in either case 5 $\overline{P \text{ to } Q3}$. If in answer to 5 $\overline{P \text{ to } Q4}$ he venture on 5 $\overline{P \text{ to } Kt5}$, the following is probable :—

5 $\overline{P \text{ to } Q4}$ 6 Castles 7 Q takes P 8 $\overline{K \text{ to } Rsq}$ (if 8 $\overline{Q \text{ to } KB3}$
 $\overline{P \text{ to } Kt5}$ $\overline{P \text{ takes } Kt}$ $\overline{B \text{ takes } P \text{ ch}}$ $\overline{P \text{ to } Q3}$
 9 $\overline{QB \text{ takes } P}$ 10 $\overline{Q \text{ to } QKt3}$ 11 $\overline{P \text{ to } K5}$, &c.) 9 $\overline{QB \text{ takes } P}$ 10 $\overline{P \text{ to } K5}$
 $\overline{P \text{ to } Q3}$ $\overline{B \text{ takes } KtP}$ $\overline{B \text{ to } B3}$ $\overline{B \text{ takes } B}$ $\overline{Q \text{ to } R5}$,
 11 $\overline{QB \text{ takes } P}$ 12 $\overline{B \text{ to } QB3}$ 13 $\overline{R \text{ to } Ksq}$ 14 $\overline{B \text{ takes } B}$ 15 $\overline{Q \text{ to } R5}$,
 $\overline{Kt \text{ to } Q2}$ $\overline{Q \text{ to } K2}$ $\overline{B \text{ to } K4}$ $\overline{Kt \text{ takes } B}$

regaining the piece, with a good game.

In addition, however, to 5 $\overline{\text{Castles}}$ and 5 $\overline{P \text{ to } Q4}$ White may also play 5 $\overline{P \text{ to } KR4}$ (for which see Games VII. and VIII.) and 5 $\overline{P \text{ to } QB3}$, but the latter is not advisable, as Black may advantageously reply with 5 $\overline{P \text{ to } Kt5}$, e.g.—

5 $\overline{P \text{ to } QB3}$ 6 Castles 7 Q takes P 8 $\overline{P \text{ to } Q4}$ 9 $\overline{QB \text{ takes } P}$ 10 $\overline{B \text{ takes } Kt}$
 $\overline{P \text{ to } Kt5}$ $\overline{P \text{ takes } Kt}$ $\overline{Kt \text{ to } KR3}$ $\overline{\text{Castles}}$ $\overline{P \text{ to } Q3}$ $\overline{B \text{ takes } B}$
 11 $\overline{B \text{ takes } P \text{ ch}}$, with the better game.
 $\overline{K \text{ to } Rsq}$

6 P to Q fourth

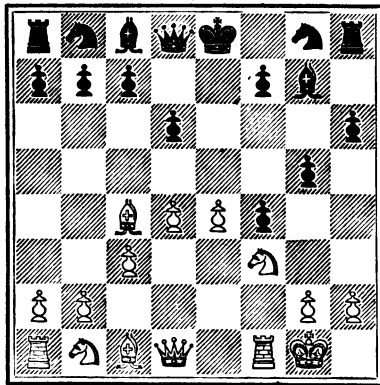
6 P to K R third best

If, instead of 6 $\overline{P \text{ to } KR3}$, Black play 6 $\overline{Kt \text{ to } KR3}$, White may reply with 7 $\overline{Kt \text{ takes } KtP}$, &c.

7 P to Q B third

Up to this point all the chief authorities are agreed, but Black's seventh move is still a *questio vexata*. He has the choice of no less than six lines of play, viz.:—

BLACK.



WHITE.

Position after White's seventh move.

- 7 P to Q B 3 GAME I.
 7 B to K 3 GAME II.
 7 Kt to K 2 GAME III.
 7 Kt to Q 2 GAME IV.
 7 Kt to Q B 3 GAME V.
 7 Q to K 2 GAME VI.

7 P to Q B third

This defence is not to be recommended, as it yields White a fine attacking position.

8 P to K Kt third

Apparently White's best move. In a game between Der Lasa and Hanstein the following occurred :—

8 Q to Kt 3 9 P to K Kt 3 10 Q B takes P 11 R takes P, &c.

8 P to K Kt fifth

9 P takes Kt

9 Q B takes P

10 Q takes P

10 Q to K B third best

If 10 B to K 3 11 B takes B 12 B takes Q P 13 Q to R 5 ch, &c. With a fine opening. If 10 Kt to K B 3 11 B takes Q P, preventing Black from Castling if he declines to take the Bishop, or regaining the piece, with a fine game, if the Bishop be captured.

The "Handbooks" continue the game :—

11 Q to K R fifth

White may also play 11 P to K 5, and 12 Q to K 3, with an excellent attack.

11 Q to K Kt third

12 Q takes Q

12 P takes Q

13 B takes Q P

13 Kt to K B third

14 Kt to Q second

And the German *Handbuch* dismisses the game as even; but we believe most players would take Black's position for choice. Perhaps White might more advantageously retire the Knight to K square, or K R 4, at his ninth move, instead of taking the doubled Pawn with Bishop.

GAME II.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to Q B fourth
- 5 Castles
- 6 P to Q fourth
- 7 P to Q B third
- 8 B takes B
- 9 Q to Q Kt third
- 10 P to K R fourth
- 11 Kt to R second

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 B to K Kt second
- 5 P to Q third
- 6 P to K R third best
- 7 B to K third
- 8 P takes B
- 9 Q to Q B square
- 10 P to K Kt fifth
- 11 P to K Kt sixth

The majority of the authorities here dismiss the game in Black's favour. The German *Handbuch* continues—

- 12 Kt to K B third
- 13 P takes P
- 14 Kt to Q R third
- 15 Kt to Q B fourth

- 12 P to K fourth
- 13 P takes P
- 14 K Kt to K second
- 15 Q Kt to B third

White is now made to play 16 $\frac{Q \text{ to } Q \text{ Kt } 5}{P \text{ to } K \text{ R } 3}$ and Black is justly said to have the better game.

The following continuation, by Mr. Wayte, appeared originally in Mr. Boden's "Popular Introduction," p 109.

- 16 Q Kt takes P
- 17 Kt takes Kt
- 18 B takes P

- 16 Kt takes Kt
- 17 B takes Kt
- 18 B to Q third best

If 18 $\frac{B \text{ takes } B}{R \text{ takes } B}$ 19 $\frac{R \text{ takes } B}{R \text{ to } R 2}$ (19 $\frac{R \text{ to } K \text{ B sq}}{R \text{ to } K \text{ B sq}}$ clearly loses a piece)
 20 $\frac{Q \text{ R to } K \text{ B sq}}{K \text{ to } Q 2}$ 21 $\frac{Q \text{ to } Q \text{ sq ch}}{Q \text{ to } Q \text{ sq ch}}$, and wins.

19 Q to Q Kt fifth ch

If 19 $\frac{P \text{ to } K 5}{P \text{ to } K 5}$, Black checks with the Bishop, and then plays
 20 $\frac{Q \text{ to } K \text{ Kt } 5}{Q \text{ to } K \text{ Kt } 5}$, with a winning game.

- | | |
|----------------------|------------------|
| | 19 Q to Q second |
| 20 Q to K R fifth ch | 20 K to Q square |
| 21 Q R to Q square | |

Mr. Wayte now gives 21 $\overline{K \text{ to B sq}}$ for Black, upon which White replies with 22 $\overline{P \text{ to Q Kt 4}}$, winning the Bishop subsequently by the advance of the King's Pawn.

In a later edition of the *Handbuch*, 21 $\overline{Q \text{ to K sq}}$ is suggested in preference to 21 $\overline{K \text{ to B sq}}$, and the analysis is continued—

- | | |
|-------------------|------------------|
| | 21 Q to K square |
| 22 Q to K B third | 22 K to B square |
| 23 B takes B | 23 P takes B |
| 24 Q takes Kt P | |

and White has won three Pawns for the piece he has lost.

GAME III.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to Q B fourth
- 5 Castles
- 6 P to Q fourth
- 7 P to Q B third
- 8 P to K Kt third
- 9 Kt to R fourth
- 10 P to K R third

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 B to K Kt second
- 5 P to Q third
- 6 P to K R third best
- 7 Kt to K second
- 8 P to Kt fifth
- 9 P to B sixth

This move first occurred in a game between Messrs. Turner and Stanley. See *Chess Player's Chronicle*, Vol. XI. p 99.

- 10 P to K R fourth

- 11 Kt takes P

Mr. Turner played here 11 $\overline{B \text{ to K Kt 5}}$, which is inferior. The line of attack in the present game was first suggested by Mr. Staunton. In actual play I have found 11 Kt to Q 2, with the

intention of sacrificing the *Queen's Knight*, a strong move at this point.

11 P takes Kt
12 Q takes P
12 P to K B third

This defence is approved of by Mr. Wayte. If 12 Castles
13 B takes P ch 14 Q takes R ch 15 Q takes R P ch 16 Q to K B 7 ch 17 R to K B 3,
R takes K B K to R sq K to Kt sq K to R sq
with a won game. In addition to 12 P to K B 3 and 12 Castles, the *Hand-*
buch gives—12 B takes R P, and continues—13 Q takes P ch 14 R to B 2
K to Q 2 Q to K B sq,
and should win.

13 P to K fifth	13 P to K B fourth best
14 P takes Q P	14 P takes P
15 B to K Kt fifth	

The *German Handbuch* makes Black now reply with 15 Q Kt to B3, and, in opposition to Mr. Wayte, considers the first player to have the best of it.

GAME IV.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to Q B fourth
- 5 Castles
- 6 P to Q fourth
- 7 P to Q B third

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 B to K Kt second
- 5 P to Q third
- 6 P to K R third best
- 7 Kt to Q second.

This defence was, at one time, recommended as best by Major Jaenisch.

8 P to K Kt third

White may also play 8 $\frac{Q \text{ to } Q \text{ Kt } 3}{Q \text{ to } K 2}$ 9 $\frac{Kt \text{ to } Q R 3}{\text{}} \text{, \&c.}$

Both Jaenisch and the authors of the *Handbuch* now give 8 $\overline{\text{Kt to Q Kt 3}}$ as Black's best reply to 8 $\overline{\text{P to K Kt 3}}$. Mr. Wayte, on

the contrary, appears to prefer 8 $\overline{P \text{ to } K \text{ Kt } 5}$. We will briefly trace the consequences of either move.

In the first place :—

8 Kt to Q Kt third

9 B to Q Kt third

The following is given by the *Handbuch* as the probable result of 9 $\overline{P \text{ takes } P}$:—

9 $\overline{P \text{ takes } P}$ $\overline{B \text{ to } R 6}$ 10 $\overline{R \text{ to } B 2}$ $\overline{Kt \text{ takes } B}$ 11 $\overline{Q \text{ to } R 4 \text{ ch}}$ $\overline{P \text{ to } Q B 3}$ 12 $\overline{Q \text{ takes } K}$ $\overline{P \text{ to } Kt 5}$ 13 $\overline{Kt \text{ to } K sq}$ $\overline{Q \text{ to } R 5}$
14 $\overline{Q \text{ to } K 2}$. Black has a strong attack, but, as the first player has recovered the Gambit Pawn, this defence cannot be pronounced theoretically correct.

9 P to K Kt fifth

This is given by Jaenisch. Der Lasa plays 9 $\overline{B \text{ to } R 6}$ and continues :—10 $\overline{R \text{ to } B 2}$ $\overline{P \text{ takes } P}$ 11 $\overline{B \text{ takes } B P \text{ ch}}$ $\overline{K \text{ to } Q 2 \text{ best}}$ 12 $\overline{P \text{ takes } P}$ $\overline{Q \text{ to } K 2}$ 13 $\overline{K \text{ to } R 2}$ $\overline{B \text{ to } K 3}$
14 $\overline{B \text{ takes } B}$ $\overline{Q \text{ takes } B}$. Even game.

10 Q B takes P

10 P takes Kt

11 Q takes P

11 B to K third

12 B takes B

12 P takes B

13 Q to R fifth ch

13 K to Q second

If White play now either 14 $\overline{Q \text{ to } Kt 6}$, or 14 $\overline{Q \text{ to } B 7 \text{ ch}}$, Black replies with 14 $\overline{Q \text{ to } K 2}$; and if 14 $\overline{B \text{ to } K 3}$, 14 $\overline{Kt \text{ to } K B 3}$, and White has no adequate compensation for the piece sacrificed.

In the second place :—

8 P to K Kt fifth

Our objection to this defence is, that it enables White to sacrifice his Knight more advantageously than in the variation just examined.

9 Q B takes P

A game between Messrs. Bird and Smith was continued :—

9 $\overline{Kt \text{ to } R 4}$ $\overline{P \text{ to } K B 6}$ 10 $\overline{Kt \text{ to } B 5}$ $\overline{Q \text{ to } B 3}$ 11 $\overline{B \text{ to } K B 4}$ $\overline{Kt \text{ to } Kt 3}$ 12 $\overline{B \text{ to } Kt 5 \text{ ch}}$. See *Chess Player's Chronicle*, Vol. XI. p 204.

- | | |
|--------------|-------------------|
| | 9 P takes Kt |
| 10 Q takes P | 10 Kt to Kt third |

The above occurred between Messrs. Spreckley and Schwabe.
Mr. Wayte prefers 10 $\overline{Q \text{ to } K 2}$ at this point.

- | | |
|------------------------|--------------------|
| 11 B takes B P ch | 11 K takes B |
| 12 B to K fifth dis ch | 12 Kt to B third |
| 13 B takes Kt | 13 B takes B |
| 14 P to K fifth | 14 P takes P |
| 15 P takes P | 15 P to K R fourth |
| 16 P takes B | |

and the game is about even.

GAME V.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to Q B fourth
- 5 Castles
- 6 P to Q fourth
- 7 P to Q B third

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 B to K Kt second
- 5 P to Q third
- 6 P to K R third best
- 7 Kt to Q B third

This move, though not unfrequently adopted in actual play, has never received the attention it deserves. As far as examination has gone, it is considered to establish a satisfactory defence.

In reply to 7 $\overline{Kt \text{ to } Q B 3}$ White has the choice of two moves, viz. :—

- 8 $\overline{P \text{ to } K Kt 3}^{(1)}$ and 8 $\overline{Q \text{ to } Q R 4}^{(2)}$

In the first place :—

- | | |
|-------------------|-------------------|
| 8 P to K Kt third | 8 P to K Kt fifth |
| 9 Kt to K sq | |

The retreat of the Knight to King's square in this class of position is, as a rule, preferable to playing it to King's Rook's

fourth. In reply to the latter move, Black can advance the Pawn to King's Bishop's sixth, and then play B to K B 3. Or the defence may be shaped thus :—9 $\frac{\text{Kt to K R 4}}{\text{P to K B 6}}$ 10 $\frac{\text{B to K 3}}{\text{Kt to K B 3}}$ 11 $\frac{\text{Q Kt to Q 2}}{\text{P to Q 4}}$, &c.

If 9 $\frac{\text{Q B takes P}}{\text{P takes Kt}}$ 10 $\frac{\text{Q takes P}}{\text{Q to K 2}}$ 11 $\frac{\text{B to K 3}}{\text{Kt to K B 3}}$, and Black has the better game.

9 P to K B sixth

10 Kt to Q third
with a fair position.

In the second place :—

8 Q to Q R fourth

8 K to B sq

Any other move would cost Black a Pawn.

If 8 $\frac{\text{B to Q 2}}{\text{Q to Q 2}}$ 9 $\frac{\text{Q to Q Kt 3}}{\text{Q to Q 2}}$; similarly if—8 $\frac{\text{B to Q Kt 5}}{\text{Q to Q 2}}$, &c.

For an analogous position, the student may compare Mr. Fraser's attack in the Evans Gambit.

The move of 8 $\frac{\text{K to B sq}}{\text{K to B sq}}$ seems altogether to frustrate White's attack. Black may now advance the Pawns on the King's side with great effect.

GAME VI.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to Q B fourth
- 5 Castles
- 6 P to Q fourth
- 7 P to Q B third

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 B to K Kt second
- 5 P to Q third
- 6 P to K R third best
- 7 Q to K second

The *Handbuch* pronounces this the best possible defence that Black can adopt. White, in reply, has two lines of play open to him, viz.—

8 $\frac{(1)}{\text{P to K 5}}$ and 8 $\frac{(2)}{\text{P to K Kt 3}}$.

In the first place :—

8 P to K fifth

8 P takes P

9 Kt takes P

If 9 $\overline{P \text{ takes } P}$, Black can force the exchange of Queens by
9 $\overline{Q \text{ to } Q \text{ B } 4 \text{ ch.}}$

9 B takes Kt

10 R to K sq

10 B to K third

11 B takes B

If 11 $\overline{Q \text{ to } Q \text{ Kt } 3}$ $\overline{B \text{ takes } B}$ 12 $\overline{Q \text{ takes } B}$ $\overline{B \text{ takes } P \text{ ch}}$ 13 $\overline{K \text{ to } B \text{ sq best}}$ $\overline{B \text{ to } K } 4$ 14 $\overline{Q \text{ to } Kt } 5 \text{ ch.}$ and
wins.

11 P takes B

12 R takes B

12 Kt to Q B third

13 Q to R fifth ch

The *Handbuch* continues 13 $\overline{R \text{ to } K \text{ sq}}$ $\overline{\text{Castles}}$ 14 $\overline{Q \text{ to } K \text{ Kt } 4}$ $\overline{R \text{ to } K \text{ sq}}$ 15 $\overline{P \text{ to } Q \text{ Kt } 3}$ $\overline{Kt \text{ to } K B 3}$
and Black should win.

13 K to B sq

14 R to K sq

14 Kt to K B third

15 Q to K second

15 R to K sq

16 Kt to Q R third

and Black has the advantage.

In the second place :—

8 P to K Kt third

8 P to K Kt fifth

Black might also play with advantage 8 $\overline{P \text{ takes } P}$, a move not
feasible in any other variation; or, 8 $\overline{Kt \text{ to } Q B 3}$; the latter might be
continued—8 $\overline{Kt \text{ to } Q B 3}$ 9 $\overline{P \text{ takes } P}$ $\overline{P \text{ to } K Kt 5}$ 10 $\overline{K Kt \text{ to } Q 2}$ $\overline{Q \text{ to } R 5}$, &c.

9 Q B takes P

9 P takes Kt

10 Q takes P

10 Kt to Q B third

11 Kt to Q second

11 B to Q second

12 Q R to K sq

12 Castles

13 P to K fifth

13 P takes P

14 P takes P

14 P to K R fourth

with the superior game.

GAME VII.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to Q^B fourth
- 5 P to K R fourth

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 B to K Kt second

The attack springing from this move, if not so strong or enduring as that resulting from 5 Castles, nevertheless gives rise to some highly interesting features.

5 P to K R third best

If 5 P to K Kt 5, White replies with 6 Kt to Kt 5, having a very favourable form of the "Allgaier Gambit."

6 P to Q fourth

6 P to Q third

7 Kt to Q B third

If 7 P to Q B 3 8 Kt to Kt sq 9 Q to K 2 10 P to K 5 11 P takes P
P to Kt 5 best Q to K 2 Kt to K B 3 P takes P Kt to K R 4
 and Black has the better game.

White may also play 7 Q to Q 3, for which see Game II.

7 P to Q B third

If 7 P to K Kt 5, 8 Kt to K Kt sq, and wins the Gambit Pawn.

8 P takes P

8 P takes P

9 R takes R

9 B takes R

10 K to B second

White may also play 10 P to K Kt 3, and on Black's replying with 10 P to K Kt 5, 11 Q B takes P, leaving the Knight *en prise*.

If, instead of either of these moves, he adopt Greco's brilliant suggestion of 10 Kt to K 5, Black soon acquires a superiority, *e.g.*—

10 Kt to K 5 11 Q to R 5 12 P takes P 13 P to K 6 14 B takes B
P takes Kt Q to K B 3 Q to Kt 2 B takes P Kt to K B
 15 B takes P ch 16 Q to Kt 6 17 Q takes Kt P, and White has no equivalent for the piece sacrificed.

11 P to Kt fifth

We believe 11 $\overline{B \text{ to } Kt 2}$ is safer play.

12 Q to K R square

12 B to Kt second

If 12 $\overline{P \text{ takes } Kt}$ 13 $\overline{Q \text{ to } K R 7}$, &c.

13 Q to R fifth

13 P to Q fourth

White is generally now made to play 14 $\overline{Q Kt \text{ takes } P}$, and, on the Knight being captured, 15 $\overline{B \text{ takes } P}$, to which Black replies with 15 $\overline{Q \text{ to } K 2}$, having a piece more and a safe position.

We prefer the following continuation :—

14 Kt to K fifth

14 Q to K second best

15 P takes Q P

15 Kt to K B third

16 Q to K Kt fifth

White has regained his Pawn.

GAME VIII.

WHITE.

1 P to K fourth

2 P to K B fourth

3 Kt to K B third

4 B to Q B fourth

5 P to K R fourth

6 P to Q fourth

7 Q to Q third

BLACK.

1 P to K fourth

2 P takes P

3 P to K Kt fourth

4 B to K Kt second

5 P to K R third

6 P to Q third

This move is the invention of Mr. Schultz, whose analysis was published in the *Schachzeitung*, March 1858. It appears to be less advantageous when played after the exchange of Pawns and Rooks, as recommended by Mr. Kolisch, *e.g.*—

7 $\overline{P \text{ takes } P}$ 8 $\overline{R \text{ takes } R}$ 9 Q to Q 3 10 $\overline{P \text{ to } K Kt 3 \text{ best}}$ (In a game between Messrs. Kolisch and Anderssen the latter played, at this point, 10 Q to K 2, but it is scarcely so strong as the move in the text.) 11 $\overline{Q B \text{ takes } P}$ (If 11 $\overline{Kt \text{ to } Kt sq}$, with a winning position.) 12 $\overline{Q B \text{ takes } Kt}$ 13 $\overline{K \text{ to } Q 2 \text{ best}}$ 14 $\overline{B \text{ to } K 3}$ and Black has the better game.

7 Kt to Q B third

This is unquestionably Black's best reply to Herr Schultz's attack of 7 $\overline{Q \text{ to } Q 3}$. If, instead, he play 7 $\overline{P \text{ to } K Kt 5}$, then 8 $\overline{Kt \text{ to } Kt sq}$ 9 $\overline{B \text{ to } Q Kt 5}$, winning the Gambit Pawn. If 7 $\overline{B \text{ to } K Kt 5}$ 8 $\overline{Q \text{ to } Q Kt 3}$, &c. If 7 $\overline{K \text{ to } B sq}$ 8 $\overline{Kt \text{ to } Q B 3}$ 9 $\overline{Castles}$, with a good game. Finally, if 7 $\overline{Kt \text{ to } Q 2}$ 8 $\overline{P \text{ takes } P}$ 9 $\overline{R \text{ takes } R}$ 10 $\overline{P \text{ to } K 5}$ 11 $\overline{Kt \text{ to } Q B 3}$ 12 $\overline{P \text{ to } K Kt 5}$, &c.

8 R P takes P

8 R P takes P

Better than 8 $\overline{P \text{ to } K 5}$, on account of 8 $\overline{P \text{ to } K Kt 5}$, &c.) I am inclined to think, however, that White's best move at this point is— 8 $\overline{B \text{ to } Q Kt 5}$, to which the second player must reply with 8 $\overline{B \text{ to } Q 2}$.

9 R takes R
10 P to K fifth

9 B takes R
10 K to B sq

This appears to be stronger than 10 $\overline{P \text{ to } Q 4}$ or 10 $\overline{B \text{ to } Q 2}$, though both should result in Black's favour.

11 Q to R seventh
12 Q to R fifth

11 B to Kt second
12 Kt to K R third

And Black has the advantage.

CHAPTER XIV.

THE CUNNINGHAM GAMBIT.

- 1 P to K 4 2 P to K B 4 3 Kt to K B 3 4 B to B 4 5 P to K Kt 3 GAME I.
 P takes P B to K 2 B to R 5 ch
- 5 K to B sq GAME II.

THIS interesting form of the King's Knight's Gambit is first noticed in Captain Bertin's treatise (1735), where it is distinguished by the title of the "Three Pawns' Gambit." It was subsequently analysed by Stamma, Philidor and Allgaier, and received its present designation from its being an especial favourite with Mr. Cunningham, the historian.

GAME I.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to B fourth
- 5 P to K Kt third

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 B to K second
- 4 B to K R fifth ch

This is the usual move given for White at this juncture, but 5 K to B sq is decidedly preferable, for which see Game II.

- 6 Castles
- 7 K to R square

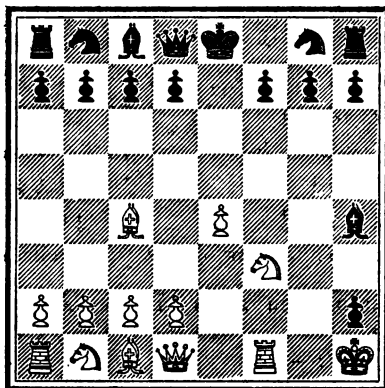
- 5 P takes P
- 6 P takes P ch

White is now *minus* three Pawns, but, owing to the excellent development of his pieces, his game is not so utterly compromised as Stamma and Philidor would have us believe. Great care indeed is required on Black's part, as the least error would be fatal to him.

In reply to White's 7th move, he has the choice of several lines of defence, the most important of which are :—

- (1) (2) (3)
 7 B to K B 3 7 B to K 2 and 7 P to Q 4

BLACK.



WHITE.

Position after White's seventh move.

In the first place :—

7 B to K B third

8 Kt to K fifth best

8 $\frac{P \text{ to } K 5}{P \text{ to } Q 4}$, as given by Philidor, is inferior, e.g.—

8 $\frac{P \text{ to } K 5}{P \text{ to } Q 4}$ 9 $\frac{P \text{ takes B}}{Kt \text{ takes P}}$ 10 $\frac{B \text{ to Kt 3}}{B \text{ to K 3}}$ 11 $\frac{P \text{ to Q 4}}{Kt \text{ to K 5}}$ 12 $\frac{B \text{ to K B 4}}{Kt \text{ to Q B 3}}$ and Black has four Pawns for the piece he has lost.

8 B takes Kt

This capture is generally given for Black at this point, but it is inferior, we believe, to 8 $\frac{P \text{ to Q 4}}{P \text{ to Q 4}}$ e.g.—8 $\frac{P \text{ to Q 4}}{P \text{ to Q 4}}$ 9 $\frac{B \text{ takes Q P}}{B \text{ to K 3}}$ (if 9 $\frac{P \text{ takes P}}{B \text{ takes Kt}}$ 10 $\frac{R \text{ to K sq}}{Kt \text{ to K 2}}$ 11 $\frac{R \text{ takes Kt}}{\text{Castles}}$, &c.) 10 $\frac{B \text{ takes B}}{P \text{ takes B}}$ 11 $\frac{Q \text{ to R 5 ch}}{P \text{ to Kt 3}}$ 12 $\frac{Q \text{ to K B 3}}{Kt \text{ to Q B 3}}$ best 13 $\frac{Kt \text{ to Kt 4}}{Kt \text{ to Q 5}}$, and Black has the advantage.

9 Q to R fifth

9 Q to K second

10 R takes K B P

10 Q to Q B fourth

11 R to B eighth dble ch

11 K to K second best

12 P to Q fourth

12 Q takes P best

If 12 $\frac{Q \text{ takes B}}{Q \text{ takes B}}$ 13 $\frac{Q \text{ to K 8 ch}}{K \text{ to Q 3}}$ 14 $\frac{Q \text{ takes B ch}}{K \text{ to Q B 3}}$ 15 $\frac{Kt \text{ to Q R 3}}{Kt \text{ to Q R 3}}$, and should win.

13 B to K Kt fifth ch

13 K to Q third best

If 13 $\frac{B \text{ to } B 3}{B \text{ to } B 3}$ 14 $\frac{R \text{ to } K 8 \text{ ch}}{K \text{ to } Q 3}$ 15 $\frac{B \text{ to } B 4 \text{ ch}}{B \text{ to } B 4 \text{ ch}}$, and wins. And if 13 $\frac{Kt \text{ to } K B 3}{Kt \text{ to } K B 3}$, White speedily obtains the advantage by 14 $\frac{B \text{ takes } Kt \text{ ch}}{B \text{ takes } Kt \text{ ch}}$ and 15 $\frac{Q \text{ to } B 7 \text{ ch}}{Q \text{ to } B 7 \text{ ch}}$, &c.

14 Kt to Q second	14 Kt to K B third
15 Q to K B seventh	15 Kt takes K P
16 B to K third	16 K Kt to Kt sixth ch
17 K to Kt second	17 Q takes B

And White draws by perpetual check.

The above moves are given in the "Handbooks."

In the second place :—

7 B to K second

8 B takes K B P ch

White might apparently also win by 8 $\frac{Kt \text{ to } K 5}{Kt \text{ to } K 5}$.

8 K to B square best

If 8 $\frac{K \text{ takes } B}{K \text{ takes } B}$ 9 $\frac{Kt \text{ to } K 5 \text{ double ch}}{Kt \text{ to } K 5 \text{ double ch}}$, forcing mate, or winning the Queen.

9 Kt to K fifth	9 Kt to K B third
10 B to Kt third	10 Q to K square
11 Kt to B seventh	11 R to Kt square
12 P to K fifth	

With a winning game.

In the third place :—

7 P to Q fourth best

If 7 $\frac{P \text{ to } Q 3}{P \text{ to } Q 3}$ 8 $\frac{B \text{ takes } P \text{ ch}}{K \text{ takes } B}$ 9 $\frac{Kt \text{ takes } B \text{ dia ch}}{Kt \text{ takes } B \text{ dia ch}}$, &c.

8 B takes P

If 8 $\frac{P \text{ takes } P}{B \text{ to } B 3}$, and White has no further attack.

8 Kt to K B third

9 B takes B P ch

If 9 $\frac{B \text{ to } Q Kt 3}{Kt \text{ takes } K P}$ 10 $\frac{Q \text{ to } K 2}{Q \text{ to } K 2}$ 11 $\frac{B \text{ takes } B P \text{ ch}}{K \text{ to } B \text{ sq}}$ 12 $\frac{Q \text{ takes } P}{Kt \text{ to } Kt 6 \text{ ch}}$
 13 $\frac{K \text{ to } Kt 2}{Kt \text{ takes } R}$ 14 $\frac{Q \text{ takes } B}{Q \text{ takes } Q}$ 15 $\frac{Kt \text{ takes } Q}{K \text{ takes } B}$, and wins.

10 Kt takes B

9 K takes B
10 R to K B sq

10 $\overline{R \text{ to } K \text{ sq}}$ looks better, but is really inferior, *e.g.*—

10 $\overline{R \text{ to } K \text{ sq}}$ 11 $\overline{P \text{ to } Q 3}$ 12 $\overline{Q \text{ to } R 5 \text{ ch}}$ 13 $\overline{R \text{ takes } Kt}$ 14 $\overline{Kt \text{ to } Q B 3}$
 $\overline{B \text{ to } R 6}$ $\overline{K \text{ to } Kt \text{ sq}}$ $\overline{P \text{ takes } R}$ $\overline{R \text{ to } K 4}$
 15 $\overline{Q \text{ to } K B 3}$ 16 $\overline{B \text{ to } K B 4}$, with a fine game. The above occurred
 between Messrs. Morphy and Bird.

11 P to Q third

If 11 $\overline{P \text{ to } K 5}$ 12 $\overline{Kt \text{ to } K B 3}$, &c.
 $\overline{Q \text{ to } Q 4 \text{ ch}}$ $\overline{Kt \text{ to } R 4}$

11 K to Kt square
12 Kt takes K P

12 B to K Kt fifth

Black may also play with advantage 12 $\overline{B \text{ to } R 6}$ or 12 $\overline{Kt \text{ to } Q B 3}$.

13 R takes R ch

13 K takes R

14 Q to K B third ch

14 Kt to K B third

15 Kt to Q B third

15 B to Q second

Black has the better game.

In addition to the three lines of defence above indicated, which the second player has at his command at the 7th move, he may also play 7 $\overline{B \text{ to } K Kt 6}$.

GAME II.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to Q B fourth
- 5 K to B sq

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 B to K second
- 4 B to K R fifth ch

This is unquestionably sounder than 5 $\overline{P \text{ to } K Kt 3}$ examined in the previous game.

5 B to K B third

The authors of *Theorie und Praxis* give 5 $\overline{P \text{ to } Q 3}$ as Black's best move at this juncture, which the *Handbuch* continues—

5 $\overline{P \text{ to } Q 3}$ 6 $\overline{P \text{ to } Q 4}$ 7 $\overline{P \text{ to } K 5}$ 8 $\overline{P \text{ takes } P}$ 9 $\overline{Q \text{ B takes } P}$ 10 $\overline{Kt \text{ to } Q B 3}$
 11 $\overline{Kt \text{ to } K 4}$, and White is said to have the better game. In connection with the foregoing variation it should be mentioned that, if, instead of 6 $\overline{Q \text{ to } K B 3}$ Black play 6 $\overline{B \text{ to } K Kt 5}$ best, White cannot advantageously reply with 7 $\overline{Q B \text{ takes } P}$, on account of 7 $\overline{Q \text{ to } K B 3}$, which would leave the second player with the better game. The proper continuation is—5 $\overline{P \text{ to } Q 3}$ 6 $\overline{P \text{ to } Q 4}$ 7 $\overline{Kt \text{ to } Q B 3}$, and White has the superiority.

We are by no means certain, however, that 5 $\overline{P \text{ to } Q 4}$ is not stronger than either of these moves.

6 P to K fifth	6 B to K second
7 P to Q fourth	7 P to Q fourth
8 B to K second	8 P to Q B fourth

This we consider to be Black's strongest move.

Most of the authorities make Black play here 8 $\overline{P \text{ to } K Kt 4}$, to which White can advantageously rejoin with 9 $\overline{P \text{ to } K R 4}$.

9 P to Q B third

If 9 $\overline{B \text{ takes } P}$ Black equally rejoins with 9 $\overline{Q \text{ to } Q Kt 3}$.

9 Q to Q Kt third

and White has no very marked superiority.

CHAPTER XV.

THE SALVIO GAMBIT.

1 $\overline{P \text{ to } K4}$ 2 $\overline{P \text{ to } KB4}$ 3 $\overline{Kt \text{ to } KB3}$ 4 $\overline{B \text{ to } B4}$ 5 $\overline{Kt \text{ to } K5}$ 6 $\overline{K \text{ to } Bsq}$
 $\overline{P \text{ to } K4}$ $\overline{P \text{ takes } P}$ $\overline{P \text{ to } K Kt4}$ $\overline{P \text{ to } K Kt5}$ $\overline{Q \text{ to } R5 \text{ ch}}$ $\overline{Kt \text{ to } KR3}$

THIS opening first occurs in SALVIO'S treatise, who, however, did not originate the variation, but adopted it, as he expressly tells us, from a Portuguese book. The defence leads to many instructive situations, and now that the theoretical unsoundness of the once terrible "Muzio" has been satisfactorily demonstrated, will doubtless meet with more general favour than has hitherto been accorded to it. The credit of this modern revival belongs to Mr. Steinitz, who, in 1867, adopted it in no fewer than four of his match games against Anderssen.

GAME I.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to B fourth
- 5 Kt to K fifth

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 P to Kt fifth

White may also Castle at this point, leaving the Knight *en prise*, for which see the Muzio Gambit, page 181.

6 K to B sq

- 5 Q to R fifth ch
- 6 Kt to K R third

Black may also move 6 $\overline{P \text{ to } KB6}$, which constitutes the "Cochrane Gambit." As this opening is of very rare occurrence, and, with the best play, according to Major Jaenisch, resolves itself into the Salvio Gambit, we shall not devote a special chapter to its consideration. We may observe, however, that, in reply to 6 $\overline{P \text{ to } KR6}$, White's best move is 7 $\overline{P \text{ to } Q4}$, and on Black's then playing 7 $\overline{Kt \text{ to } KR3}$ we arrive at the variation of the Salvio Gambit now under examination.

If Black, instead of either 6 $\overline{P \text{ to } KB6}$ or the move in the text, play 6 $\overline{Kt \text{ to } KB3}$, as also recommended by Salvio, the following is probable:—

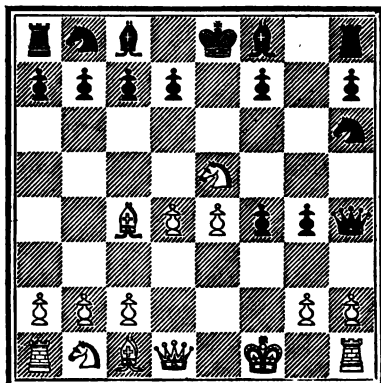
6 $\overline{Kt \text{ to } KB3}$ 7 $\overline{Q \text{ to } Ksq}$ best (If 7 $\overline{Kt \text{ takes } KBP}$, Black obviously wins a piece by 7 $\overline{P \text{ to } Q4}$; and if 7 $\overline{B \text{ takes } Pch}$, then 7 $\overline{K \text{ to } K2}$ 8 $\overline{B \text{ to } Kt3}$ 9 $\overline{Kt \text{ to } Q3}$ 10 $\overline{Kt \text{ to } KB4}$, with a strong attack.) 7 $\overline{Q \text{ takes } Qch}$ 8 $\overline{K \text{ takes } Q}$ (If 8 $\overline{Kt \text{ takes } KP}$ 9 $\overline{B \text{ takes } Pch}$ 10 $\overline{B \text{ to } R5}$, with a superior position.) 9 $\overline{Kt \text{ takes } BP}$ 10 $\overline{B \text{ takes } P}$ 11 $\overline{Kt \text{ takes } R}$ 12 $\overline{P \text{ to } Q3}$ and White has a Rook and two Pawns against a Bishop and Knight.

7 P to Q fourth

Black has now the choice of two replies, viz.—

7 $\overline{P \text{ to } KB6}$ and 7 $\overline{P \text{ to } Q3}$

BLACK.



WHITE.

Position after White's seventh move.

In the first place:—

7 P to KB sixth best

8 Kt to QB third

For the move in the text we are indebted to Mr. Steinitz, who considers it to be the best at White's command. Mr. Zukertort prefers 8 $\overline{B \text{ to } KB4}$, which will be examined anon (see Variation A).

In addition to these moves White may play 8 $\frac{P \text{ to } K Kt 3}{Q \text{ to } R 6 \text{ ch}}$ 8 $\frac{Q \text{ to } K sq}{P \text{ takes } P}$ but all are very inferior, e.g.—

Firstly—8 $\frac{P \text{ to } K Kt 3}{Q \text{ to } R 6 \text{ ch}}$ 9 $\frac{K \text{ to } B 2}{Q \text{ to } Kt 7 \text{ ch}}$ 10 $\frac{K \text{ to } K 3}{P \text{ to } K B 4}$, &c.

Secondly—8 $\frac{Q \text{ to } K sq}{Q \text{ takes } Q \text{ ch}}$ 9 $\frac{K \text{ takes } Q}{P \text{ takes } P}$ 10 $\frac{R \text{ to } K Kt sq}{P \text{ to } Q 3}$, &c.

Thirdly—8 $\frac{P \text{ takes } P}{P \text{ to } Q 3}$ 9 $\frac{Kt \text{ to } Q 3}{P \text{ takes } P}$ (if 9 $\frac{B \text{ takes } Kt}{P \text{ takes } Kt}$) 10 $\frac{Kt \text{ to } B 2}{B \text{ to } R 6 \text{ ch}}$
 11 $\frac{Kt \text{ takes } B}{Q \text{ takes } Kt \text{ ch}}$ 12 $\frac{K \text{ to } K sq}{Kt \text{ to } Kt 5}$ 13 $\frac{B \text{ to } K B 4}{B \text{ to } K 2}$ 14 $\frac{B \text{ to } K Kt 3}{Q \text{ to } Kt 7}$, &c.

8 P takes P ch

The *Handbuch* (5th edition) continues—8 $\frac{P \text{ to } Q 3}{P \text{ takes } P \text{ ch}}$ 9 $\frac{Kt \text{ to } Q 3}{P \text{ takes } P \text{ ch}}$
 10 $\frac{K \text{ takes } P}{B \text{ to } Kt 2}$ 11 $\frac{Kt \text{ to } K B 4}{Kt \text{ to } Q B 3}$ 12 $\frac{B \text{ to } K 3}{Oastles}$ 13 $\frac{Q \text{ to } Q 3}{K \text{ to } R sq}$, and Black is said to have the better game.

9 K takes P

9 Q to R 6 ch

10 K to Kt sq

10 P to Kt sixth

If 10 $\frac{P \text{ to } Q 3}{P \text{ to } Kt 6}$ 11 $\frac{Kt \text{ to } Q 3}{P \text{ to } Kt 6}$ 12 $\frac{Kt \text{ to } K B 4}{P \text{ to } Kt 6}$, &c.

11 B to K B sq

11 P takes P ch

12 R takes P

12 R to Kt sq ch

13 R to Kt second

with the better game.

(A)

8 B to K B fourth

8 P to Q third

The best move, according to Mr. Zukertort. The *Handbuch* continues—8 $\frac{P \text{ takes } P \text{ ch}}{P \text{ to } Q 3}$ 9 $\frac{K \text{ takes } P}{P \text{ to } Q 3}$ 10 $\frac{B \text{ takes } Kt}{B \text{ takes } B}$ 11 $\frac{Kt \text{ to } Q 3}{Q \text{ to } R 6 \text{ ch}}$ 12 $\frac{K \text{ to } B 2}{B \text{ to } K 6 \text{ ch}}$
 13 $\frac{K \text{ to } K sq}{P \text{ to } K Kt 6}$, with a winning game.

9 Kt to Q third

9 P takes P ch

10 K takes P

10 B to Kt second

Black may play, with equal advantage, we think, 10 $\frac{Q \text{ to } R 6 \text{ ch}}$.

11 P to Q B third

11 Kt to Q B third

12 B to K third

12 Q to K second

- | | |
|-------------------|--------------|
| 13 Kt to Q second | 13 Castles |
| 14 Q to K second | 14 K to R sq |

Black has a Pawn more and a good game.

In the second place :—

- | | |
|-------------------|----------------------|
| | 7 P to Q third |
| 8 Kt to Q third | 8 P to K B sixth |
| 9 P to K Kt third | 9 Q to K second best |

If 9 $\frac{Q \text{ to B 6 ch}}{Q \text{ to B 6 ch}}$, White answers with 10 $\frac{K \text{ to K sq}}{Q \text{ to B 4 best}}$ 11 $\frac{Kt \text{ to KB 4}}{Kt \text{ to KB 4}}$, &c.

10 Kt to Q B third

In one of his match games with Anderssen, Mr. Steinitz introduced here the novel move of 10 $\frac{Kt \text{ to KB 2}}{Kt \text{ to KB 2}}$, which seems to merit attention. White may play also 10 $\frac{K \text{ to B 2}}{K \text{ to B 2}}$, but we prefer the move in the text.

10 B to K third

11 P to Q fifth

Stronger seemingly than 11 $\frac{B \text{ to Q Kt 3}}{B \text{ to Q Kt 3}}$.

11 B to Q B sq

The above formed the opening moves of the eighth game of the match between Steinitz and Anderssen. The former now played—
12 $\frac{P \text{ to K 5}}{P \text{ takes P}}$ 13 $\frac{Kt \text{ takes P}}{Q \text{ takes Kt}}$ 14 $\frac{B \text{ to KB 4}}{B \text{ to KB 4}}$, &c., but this sacrifice of the Knight, which this continuation involves is not theoretically sound. The best reply to 11 $\frac{B \text{ to Q B sq}}{B \text{ to Q B sq}}$, is seemingly—

12 B to K B fourth

and White has a fair game.

CHAPTER XVI.

THE MUZIO GAMBIT.

1	$\frac{P \text{ to } K 4}{P \text{ to } K 4}$	2	$\frac{P \text{ to } K B 4}{P \text{ takes } P}$	3	$\frac{Kt \text{ to } K B 3}{P \text{ to } K Kt 4}$	4	$\frac{B \text{ to } B 4}{P \text{ to } Kt 5}$	} GAME I.
		5	Castles $P \text{ takes } Kt$	6	$\frac{Q \text{ takes } P}{Q \text{ to } K B 3}$	...		
				6	$\frac{Q \text{ to } K 2}{...}$	...	GAME II.	
		5	Castles $Q \text{ to } K 2$	...	...	...	...	GAME III.

The invention of this beautiful gambit has been erroneously ascribed to Signor Muzio, an Italian player of the seventeenth century, but Salvio, who first notices the opening, states that it was first shown him by Signor Muzio, as having frequently been adopted with success by Don Cascio, who probably was the originator of the variation. At one time this Gambit was considered to be irresistible, but recent analysis has proved that the sacrifice of the Knight, though yielding a strong and tenacious attack, is theoretically unsound.

GAME I.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to Q B fourth
- 5 Castles

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 P to K Kt fifth

If the first player intends to abandon the Knight, this is his best move, though it is not so theoretically correct as 5 $\frac{Kt \text{ to } K 5}{P \text{ to } Q 4}$ just examined. White may play also 5 $\frac{P \text{ to } Q 4}{B \text{ takes } B P \text{ ch}}$, which we will briefly notice, e.g.—

Firstly—5 $\frac{P \text{ to } Q 4}{P \text{ takes } Kt}$ 6 $\frac{Q \text{ takes } P}{P \text{ to } Q 4 \text{ best}}$ 7 $\frac{K B \text{ takes } P}{Kt \text{ to } K B 3 \text{ best}}$ 8 $\frac{\text{Castles}}{P \text{ to } Q B 3}$ with the better game.

Secondly—5 $\frac{B \text{ takes } P \text{ ch}}{K \text{ takes } B}$ 6 $\frac{Kt \text{ to } K5 \text{ ch}}{K \text{ to } Ksq \text{ best}}$ 7 $\frac{Q \text{ takes } P}{Kt \text{ to } K B3 \text{ best}}$ 8 $\frac{Q \text{ takes } B P}{B \text{ to } Q3 \text{ best}}$
 9 $\frac{Castles}{B \text{ to } K B sq}$ 10 $\frac{P \text{ to } Q4}{Kt \text{ to } Q B3}$ 11 $\frac{Kt \text{ takes } K}{B \text{ takes } Q}$ 12 $\frac{Kt \text{ takes } Q}{B \text{ takes } B}$ 13 $\frac{B \text{ takes } B}{Kt \text{ takes } K P}$
 &c., and again Black has the superior game. The above defence (8 $B \text{ to } Q3$) we owe to Mr. Zukertort. If Black play instead 8 $P \text{ to } Q3$, White answers with 9 $\frac{Kt \text{ to } K B3 \text{ best}}$, and the result is an even game.

5 P takes Kt.

For the consequences of 5 $\overline{Q \text{ to } K_2}$, see game III.

6 Q. takes P

6 $\frac{P \text{ to } Q^4}{P \text{ to } Q^4}$ is inferior, e.g.—6 $\frac{P \text{ to } Q^4}{P \text{ to } Q^4}$ 7 $\frac{B \text{ takes } QP}{B \text{ to } K \text{ Kt}^5}$ with the better game. If instead of 6 $\frac{P \text{ to } Q^4}{P \text{ to } Q^4}$ Black play 6 $\frac{P \text{ takes } K \text{ Kt}^P}{P \text{ takes } K \text{ Kt}^P}$, White obtains a winning attack by 7 $\frac{B \text{ takes } K \text{ B}^ch}{B \text{ takes } K \text{ B}^ch}$.

6 Q to K B third

This is unquestionably Black's best resource, but he may play also 6 $\overline{Q \times K 2}$ (for which see Game II.) or 6 $\overline{B \times K R 3}$. In the latter case we have the following :—

6 $\frac{B \text{ to } K R 3}{Q B \text{ takes } P}$ 7 $\frac{P \text{ to } Q 4}{Q \text{ to } K 2}$ (if 7 $\frac{Kt \text{ to } Q B 3}{B \text{ takes } P}$ 8 $\frac{Kt \text{ to } Q B 3}{Kt \text{ takes } Q P}$ 9 $\frac{Q \text{ to } R 5$, &c.)
 8 $\frac{B \text{ takes } B}{Q \text{ takes } B}$ 9 $\frac{Kt \text{ to } Q B 3}{Kt \text{ to } Q B 3}$ 10 $\frac{B \text{ takes } P}{K \text{ to } Q sq}$ 11 $\frac{P \text{ to } K 5}{P \text{ to } Q 3}$ (if 11 $\frac{P \text{ to } K R 4}{P \text{ to } K R 4}$
 12 $\frac{Kt \text{ to } B 3}{Kt \text{ to } K R 3}$ 13 $\frac{Kt \text{ to } Q 5$, &c.) 12 $\frac{Kt \text{ to } Q B 3}{B \text{ to } Q 2}$ 13 $\frac{R \text{ to } K sq}$, and
 White will win.

7 P to K fifth

7 Q. takes K P

Mr. Fraser suggests for Black at this point 7 $\overline{Q \text{ to } K B 4}$, but it is inferior to the move in the text. The continuation—7 $\overline{Q \text{ to } K B 4}$

8 $\overline{P \text{ to } Q 4}$ 9 $\overline{Kt \text{ to } Q B 3}$ 10 $\overline{Kt \text{ to } K 4}$ 11 $\overline{Kt \text{ to } B 6 \text{ oh}}$ 12 $\overline{B \text{ to } Q 3}$
 $\overline{B \text{ to } K R 3}$ $\overline{Kt \text{ to } K 2}$ Castles $\overline{K \text{ to } R sq}$ $\overline{Q \text{ to } K 3}$

13 $\overline{Q \text{ to } R 5}$ 14 $\overline{Q \text{ B takes P}}$, and should win.
 $\overline{Kt \text{ to } K Kt sq}$

8 P to Q third

8 B to K R third

9 B to Q second

9 Kt to K second

10 Kt to Q B third

10 Kt to Q.B third best

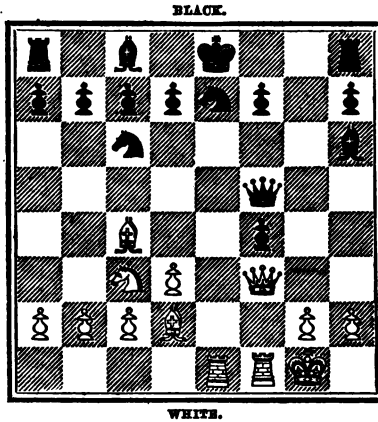
11 Q R to K sq

11 Q to K B fourth

For Black's eleventh move we are indebted to Mr. Paulsen. It is

certainly much stronger than the old move of 11 $\overline{Q \text{ to } Q B 4 \text{ ch.}}$ White in reply has the choice of two lines of attack, viz.:—

(1) 12 $\overline{R \text{ to } K 4}$ and (2) 12 $\overline{Kt \text{ to } Q 5}$



Position after Black's eleventh move.

In the first place:—

12 $\overline{R \text{ to } K \text{ fourth}}$

This move has the sanction of the authors of *Theorie und Praxis*, but both Anderssen and Zukertort prefer, justly in our opinion, 12 $\overline{Kt \text{ to } Q 5}$

12 Castles

The correct move, as was first pointed out by Mr. Zukertort. In an analysis of Paulsen's Defence, by Herr Herschfeldt, Black is made to play 12 $\overline{Kt \text{ to } K 4}$, for the consequences of which see Variation A.

13 $\overline{Q \text{ B takes P}}$

13 $\overline{B \text{ to } Kt \text{ second best}}$

14 $\overline{Q \text{ to } K \text{ second}}$

If 14 $\overline{Q \text{ to } K Kt 3}$ 14 $\overline{Q \text{ to } K Kt 3}$, and if 14 $\overline{P \text{ to } K Kt 4}$ 14 $\overline{Q \text{ to } K B 3 \text{ best}}$, &c.

15 $\overline{B \text{ takes } Q \text{ B P}}$

14 $\overline{P \text{ to } Q \text{ fourth}}$

16 $\overline{P \text{ to } K R \text{ fourth}}$

15 $\overline{Q \text{ to } K Kt \text{ fourth}}$

16 $\overline{Q \text{ to } K Kt \text{ third}}$

If 16 B to KB 4 16 Q to K Kt 5, &c.

17 Kt takes P

18 B takes Kt

19 Q R to K B fourth

17 Kt takes Kt

18 B to K B fourth

19 B to K third

If White now take Bishop, the Pawn retakes, and the consequent exchange of pieces must be speedily fatal to him. If, on the contrary, he play 20 B to K 4, then follows 20 P to KB 4 21 B to KB 3, Kt to Q 5, and should win.

(A)

12 Kt to K fourth

If 12 P to Q 3, White answers with 13 Q B takes P

13 Q to K second

14 P takes Kt best

15 B takes P best

16 K R takes B

17 K to R sq

18 R to K fifth

19 Q to K R fifth

20 Q to K R fourth

21 R to K B third

13 Kt takes B

14 K to Q sq

15 B takes B

16 Q to Q B fourth ch

17 P to K B fourth

18 Q to Q Kt fifth

19 Q takes Q Kt P

20 R to K sq

If 21 K R takes B P

21 P to Q 3,

22 R takes Kt
R takes R,

23 R to B 3 ch
K to Q 2,

24 Q to K Kt 4 ch, and draws by perpetual check.

21 P to Q B third

22 P to K R third

22 P to Q third

23 R to K sq

23 B to Q second

24 P to Q B fifth

Black has somewhat the better game, but he will have great difficulty in developing his forces without the loss of a piece.

In the second place:—

12 Kt to Q fifth

18 B to Q B third

12 K to Q sq

18 R to K sq best

The *Handbuch* gives also — 13 $\frac{R \text{ to } K \text{ Kt sq}}{B \text{ to } K \text{ Kt 4}}$ 14 $\frac{R \text{ takes Kt}}{Kt \text{ takes R}}$ (if 14 $\frac{B \text{ to } K B 6}{B \text{ to } K \text{ Kt 4}}$, &c.) 15 $\frac{B \text{ to } B 8}{B \text{ to } K \text{ sq best}}$ 16 $\frac{P \text{ to } K \text{ Kt 4}}{Q \text{ to } K \text{ Kt 3}}$ 17 $\frac{Q \text{ to } K 2}{B \text{ to } K B \text{ sq}}$ (if 17 $\frac{B \text{ to } K \text{ Kt 4}}{B \text{ takes K B P}}$ 18 $\frac{Q \text{ to } K 6}{Kt \text{ to } Kt 6}$) 18 $\frac{P \text{ to } Kt 5}{P \text{ to } Q 3}$ 19 $\frac{Kt \text{ takes B P}}{Q \text{ to } K B 4}$ 20 $\frac{P \text{ to } K R 3}{P \text{ to } K R 3}$ 21 $\frac{P \text{ takes P}}{Q \text{ takes R P}}$ 22 $\frac{Kt \text{ to } Kt 6}{Q \text{ takes R P}}$ 23 $\frac{Kt \text{ takes B}}{Q \text{ to } K \text{ Kt 6 ch}}$ 24 $\frac{K \text{ to } R \text{ sq}}$ and dismisses the opening as an even game.

14 Kt to K B sixth

14 R to K B sq

If 14 $\frac{B \text{ to } K B 6}{B \text{ to } K \text{ Kt 4}}$, Black retorts with 14 $\frac{B \text{ to } K \text{ Kt 4}}$. Another variation gives—14 $\frac{P \text{ to } K \text{ Kt 4}}{Q \text{ to } K \text{ Kt 3}}$ 15 $\frac{P \text{ to } K R 4}{Kt \text{ takes Kt}}$ 16 $\frac{R \text{ takes R ch}}{K \text{ takes R}}$ 17 $\frac{B \text{ takes Kt}}{Kt \text{ to } K 2}$ 18 $\frac{R \text{ to } K \text{ sq}}{P \text{ to } Q 3 \text{ best}}$ 19 $\frac{P \text{ to } Kt 5}{B \text{ takes P}}$, with the better game.

15 P to K Kt fourth

15 Q to K Kt third

16 P to K R fourth

16 P to Q fourth

Mr. Paulsen played at this point 16 $\frac{P \text{ to } Q 3}$, but the move in the text, for which we are indebted to Mr. Zukertort, is decidedly stronger.

17 B takes P

If 17 $\frac{B \text{ to } Q \text{ Kt 3}}{P \text{ to } Q 5}$, &c. The *New Schachzeitung* gives also—17 $\frac{Kt \text{ takes P}}{B \text{ takes Kt P}}$ 18 $\frac{Q \text{ to } Kt 2}{B \text{ to } R 6}$ 19 $\frac{Q \text{ takes Q}}{B \text{ takes Q}}$ 20 $\frac{R \text{ to } K B 2}{Kt \text{ takes Kt}}$ 21 $\frac{B \text{ takes Kt}}{K \text{ to } Q 2}$. 17 Q B takes P

18 Q takes B

Apparently better than retaking with Knight, e.g.—18 $\frac{Kt \text{ takes B}}{R \text{ to } K \text{ Kt sq}}$ 19 $\frac{B \text{ takes Kt}}{P \text{ takes B}}$ 20 $\frac{K \text{ to } R 2}{Q \text{ takes Kt}}$ 21 $\frac{Q \text{ takes Q}}{R \text{ takes Q}}$ and wins.

18 Q takes Q

19 Kt takes Q

19 R to K Kt square

20 B to K B third

20 P to K B fourth

21 B to K B sixth

21 K to Q second

22 P to Q fourth

22 P takes Kt

And the *Handbuch* (5th Edition) dismisses the game in White's favour; but this is clearly a slip of the pen, as Black has a palpably won game. The whole of the foregoing variations are taken from an analysis of the opening contributed by Mr. ZUKERTORT to the *New Berlin Schachzeitung*.

GAME II.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to Q fourth
- 5 Castles
- 6 Q takes P

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 P to K Kt fifth
- 5 P takes Kt
- 6 Q to K second

White has now two methods of continuing the attack, viz.—

7 Q takes P⁽¹⁾ and 7 P to Q 4⁽²⁾

In the first place :—

7 Q takes P

The best move, according to the authors of *Theorie und Praxis*.

7 Kt to Q B third best

He might also play, but with less advantage 7 Q to Q B 4 ch, e.g.—

7 Q to B 4 ch 8 P to Q 4 9 B to K 3 10 Q to K 5 ch 11 Q takes R
Q takes P ch Q takes K B Kt to K 3 Q to K 4
 12 B to R 6 13 Q to Kt 8, with a fine game.
Kt to Kt 3

Instead of 7 Kt to Q B 3 or 7 Q to Q B 4 ch Black may try 7 B to K R 3
 or 7 Kt to K R 3, but in any case White will have the advantage.

- | | |
|-------------------|-----------------|
| 8 B takes P ch | 8 K to Q sq |
| 9 Kt to Q B third | 9 Q to K fourth |
| 10 Q takes Q | 10 Kt takes Q |
| 11 P to Q fourth | |

This move has the sanction of the authors of *Theorie und Praxis*.

The *Handbuch* gives also 11 B to K R 5, and continues—11 B to R 5
B to B 4 ch
 12 K to R sq 13 Kt to K 3 14 P to Q B 3 15 P to Q 4 16 B to K Kt 5
Kt to K 3 Kt to Q B 3 P to Q 3 B to Q Kt 3 B to Q 2
 17 P to K 5, and the game is pronounced even, but we should certainly
 take the second player's position for choice.

- | | |
|--------------------------------|--------------------|
| 12 R takes Kt | 11 Kt takes B |
| 13 R takes B ch | 12 K to K sq |
| 14 Kt to Q fifth | 13 K takes R |
| 15 Kt to Q B seventh | 14 P to Q B third |
| 16 B to K B fourth | 15 R to Q Kt sq |
| 17 R to K B sq | 16 Kt to K B third |
| 18 B to K Kt fifth | 17 K to K second |
| 19 P to K fifth | 18 R to K B sq |
| 20 R takes Kt, and should win. | 19 K to Q sq |

In the second place :—

7 P to Q fourth

7 Kt to Q B third

This is stronger than 7 $\overline{B \text{ to } K Kt 3}$.

8 Q B takes P

If 8 $\overline{P \text{ to } Q B 3}$ 8 $\overline{Kt \text{ to } K 4}$, &c. If 8 $\overline{Q \text{ to } K B 3}$ 8 $\overline{B \text{ to } K Kt 3}$, &c. If 8 $\overline{Q \text{ takes } P}$ 8 $\overline{B \text{ to } K B 3}$, &c., and Black, in each case, acquires the superiority.

- | | |
|---------------------|-------------------|
| 9 Q to K R fifth | 8 Kt takes Q P |
| 10 B to K fifth | 9 Kt to K third |
| 11 B takes B | 10 B to Kt second |
| 12 B takes P ch | 11 Kt takes B |
| 13 Q to K Kt fourth | 12 K to Q square |
| | 13 Q to K fourth |

And Black has the advantage. In the foregoing variation, however, I am inclined to think that White might play, with more profit to himself, 8 $\overline{Kt \text{ to } Q B 3}$, in which case the following is probable—

8 $\overline{Kt \text{ to } Q B 3}$ 9 $\overline{Q \text{ takes } B P}$ 10 $\overline{B \text{ takes } B P \text{ ch}}$ 11 $\overline{Q \text{ to } K Kt 3}$, &c.
 8 $\overline{Kt \text{ takes } Q P}$ 9 $\overline{B \text{ to } K B 3}$ 10 $\overline{K \text{ to } Q sq}$

GAME III.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 B to Q B fourth
- 5 Castles

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 P to Kt fifth
- 5 Q to K second

This defence was first proposed by Messrs. Kling and Horwitz, who published an analysis of it in their *Chess Studies*. Properly met, however, it is inferior to 5 $\overline{P \text{ takes } Kt}$.

In reply to 5 $\overline{Q \text{ to } K2}$, White may play—

6 $\overline{P \text{ to } Q4}^{(1)}$ or 6 $\overline{Kt \text{ to } QB3}^{(2)}$

In the first place:—

6 $\overline{P \text{ to } Q \text{ fourth}}$

6 $\overline{Kt \text{ to } K5}$ is very inferior, e.g.—

6 $\overline{Kt \text{ to } K5}$ 7 $\overline{P \text{ to } Q4}$ 8 $\overline{R \text{ takes } P}$ 9 $\overline{R \text{ to } KBsq}$ 10 $\overline{B \text{ takes } K Kt}$
 $\overline{Q \text{ takes } Kt}$ $\overline{Q \text{ to } K Kt2}$ $\overline{Kt \text{ to } KB3}$ $\overline{P \text{ to } Q3}$ $\overline{Q \text{ takes } B}$
 11 $\overline{B \text{ takes } Pch}$ 12 $\overline{P \text{ to } K5}$, and Black has a winning game.
 $\overline{K \text{ to } Qsq}$ $\overline{Kt \text{ to } QB3}$

- | | |
|---------------------------|---------------------|
| 7 Kt to Q B third | 6 P takes Kt |
| 8 Kt to Q fifth | 7 P to Q third |
| 9 Q takes P | 8 Q to Q second |
| 10 Q takes P | 9 Kt to Q B third |
| 11 Kt takes Q B P check | 10 B to K Kt second |
| 12 B takes B P ch | 11 Q takes Kt |
| 13 B to Q Kt third dis ch | 12 K to B square |
| 14 Q to K R fourth | 13 Kt to K B third |
| 15 B to K Kt fifth | 14 K to K square |
| 16 B takes Kt | 15 R to K B square |
| 17 R takes B | 16 B takes B |
| 18 Q takes R | 17 R takes R |
| | 18 Q to K second |

19 Q to R eighth ch

19 K to Q second

20 P to K fifth

And White has three Pawns and a good position for the piece he has sacrificed.

In the second place :—

6 Kt to Q B third

6 Q to Q B fourth ch

If 6 $\frac{\text{P takes Kt}}{\text{P takes Kt}}$ 7 $\frac{\text{P to Q 4}}{\text{P to Q 4}}$, &c.

7 P to Q fourth

7 Q takes B

8 Kt to K fifth

8 Q to K third

9 Kt to Q fifth

9 K to Q square best

The *Handbuch* gives also 9 $\frac{\text{Kt to Q R 3}}{\text{Kt to Q R 3}}$ 10 $\frac{\text{Kt takes K B P}}{\text{Q to Q 3}}$ 11 $\frac{\text{Kt to Q 5}}{\text{P to K B 3}}$
 12 $\frac{\text{Q takes Kt P}}{\text{P takes Kt}}$ 13 $\frac{\text{Q to R 5 ch}}{\text{Q to Kt 3}}$ 14 $\frac{\text{Q takes P ch}}{\text{Q takes P ch}}$, and should win.

10 Kt takes K B P

10 Q to K square

11 Kt to Q fifth

With a fine attack.

CHAPTER XVII.

ALLGAIER GAMBIT.*

1	$\frac{P \text{ to } K4}{P \text{ to } K4}$	2	$\frac{P \text{ to } KB4}{P \text{ takes } P}$	3	$\frac{Kt \text{ to } KB3}{P \text{ to } K Kt4}$	4	$\frac{P \text{ to } KR4}{P \text{ to } K Kt5}$	5	$\frac{Kt \text{ to } K Kt5}{Kt \text{ to } K R3}$	GAME I.
						5	$\frac{Kt \text{ to } K5}{P \text{ to } K R4}$	6	$\frac{B \text{ to } QB4}{Kt \text{ to } K R3}$	GAME II.
								6	$\frac{R \text{ to } KR2}{R \text{ to } KR2}$	GAME III.
						5	$\frac{Kt \text{ to } K5}{Kt \text{ to } KB3}$			GAME IV.
						5	$\frac{B \text{ to } K3}{B \text{ to } K3}$			GAME V.
						5	$\frac{P \text{ to } Q3}{P \text{ to } Q3}$			GAME VI.
						5	$\frac{Kt \text{ to } QB3}{Kt \text{ to } QB3}$			GAME VII.
						5	$\frac{B \text{ to } K Kt3}{B \text{ to } K Kt3}$			GAME VIII.

THIS interesting phase of the King's Knight's Gambit is noticed by most of the "classical" writers on the game, including Salvio, Greco, Cozio, Lolli and Allgaier, the last named of whom devoted considerable attention to one form of the attack. In modern days few openings have had a greater amount of analysis bestowed on them, and the number and variety of the defences that have been proposed from time to time afford abundant testimony to the almost inexhaustible resources of the *début*.

GAME I.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth

* I have followed Mr. Staunton in including under the head of the "Allgaier Gambit" the attack springing from 5 $\frac{Kt \text{ to } K5}{Kt \text{ to } K5}$, commonly known on the Continent as the "Kieserizky Gambit," as well as that resulting from 5 $\frac{Kt \text{ to } K Kt5}{Kt \text{ to } K Kt5}$. The "Allgaier Gambit," I conceive, commences at White's fourth move (4 $\frac{P \text{ to } KB4}{P \text{ to } KB4}$).

4 P to K R fourth

4 P to K Kt fifth

5 Kt to K Kt fifth

For 5 Kt to K 5 see Game II.

5 P to K R third

The best move. Both 5 P to K R 4 and 5 P to Q 4 are very inferior.

6 Kt takes K B P

6 K takes Kt

7 B to Q B fourth ch

This check is far stronger than taking the K Kt P with Queen, as given by Allgaier. In the latter case the following is probable :—

7 Q takes K Kt P 8 Q takes B P 9 B to B 4 ch 10 Q to K B 3 11 P to Q B 3
Kt to K B 3 B to Q 3 best K to Kt 2 Kt to Q B 3 Kt to K 4

12 Q to K Kt 3 ch Q Kt to Kt 5, and Black should win. In lieu of either of these moves, however, White may try, as suggested to me by Mr. Thorold, 7 P to Q 4, which, without great care in answering, will yield a strong attack. The most feasible reply is, seemingly, 7 P to Q 4 also.

7 P to Q fourth

The best reply, though, I believe, Black may retire the King to his square without loss, e.g.—

7 K to K sq 8 Q takes K Kt P 9 B takes Kt regaining the piece.
Q to K B 3 P to K R 4

8 B takes P ch

8 K to Kt second (or A)

This retreat of the King has been condemned by nearly all the authorities, on the ground that it gives White the opportunity of drawing the game by perpetual check. Recent analysis, however, has shown that the King can be played with advantage to King's Knight's second. White, in reply, has the choice of two lines of play, viz.—

9 P to Q 4 ⁽¹⁾ and 9 B takes Q Kt P ⁽²⁾

In the first place :—

9 P to Q fourth

9 Q to K B third

The correct reply, according to Mr. Zukertort and the authors of the *German Handbuch*, but 9 Kt to K B 3 and 9 P to K B 6 are also feasible moves, e.g.—

(1) 9 Kt to K B 3 10 Kt to Q B 3 11 Q to Q 3 &c.
Kt to K R 4 B to K 2

(2) 9 P to K B 6 10 P takes P 11 Castles 12 B to K B 4 &c.
B to K 2 P takes P Kt to K B 3

10 Q to Q third

If 10 $\frac{\text{Kt to Q B 3}}{\text{B to Q Kt 5}}$; if 10 $\frac{\text{Castles}}{\text{P to B 6}}$ 11 $\frac{\text{P takes P}}{\text{P takes P}}$, &c.; and if 10 $\frac{\text{P to K 5}}{\text{Q takes B P}}$
 11 $\frac{\text{Castles}}{\text{P to B 6}}$ 12 $\frac{\text{P takes P}}{\text{P takes P}}$ 13 $\frac{\text{Q to K 2}}{\text{Q to K R 3}}$, and in each case Black maintains
 the superiority.

10 Kt to K second

11 Kt to Q B third

If 11 $\frac{\text{P to K 5}}{\text{Q to K Kt 5}}$, Black replies with 11 $\frac{\text{Q to K Kt 5}}{\text{Q to K Kt 5}}$, &c.

12 P to K fifth	11 Kt to Q B third
13 B to K fourth	12 Q to K Kt third
14 B takes B	13 B to K B fourth
15 Q takes Q	14 Q takes B
16 P to Q fifth	15 Kt takes Q
17 Castles Q R	16 Kt to Q Kt fifth
	17 B to Q B fourth

and the game is, altogether, in Black's favour. The foregoing variation is taken from an analysis of the opening by Mr. Zukertort,

In the second place :—

9 B takes Q Kt P

9 P to K B sixth

One of Mr. Zukertort's "happy thoughts." The German *Handbuch*, however, prefers—9 $\frac{\text{B takes B}}{\text{B takes B}}$, and continues 10 $\frac{\text{Q takes Kt P}}{\text{K to B 3}}$
 11 $\frac{\text{Q to R 5 ch}}{\text{K to K 3}}$ 12 $\frac{\text{Q to K B 5 ch}}{\text{K to Q 3}}$ 13 $\frac{\text{P to Q 4}}{\text{Kt to Q 2}}$ 14 $\frac{\text{Q B takes P ch}}{\text{K to K 2}}$ 15 $\frac{\text{Kt to Q R 3}}{\text{Kt to Q R 3}}$
 and White is said to have the better game. The second player, however, might have compounded for a drawn game by playing 11 $\frac{\text{K to Kt 2}}{\text{K to Kt 2}}$, instead of 11 $\frac{\text{K to K 3}}{\text{K to K 3}}$, in which case White must have been content with perpetual check.

10 B takes B

This is unquestionably White's strongest move. If he play 10 $\frac{\text{B takes R}}{\text{B takes R}}$, Black will speedily obtain a winning game by 10 $\frac{\text{P takes Kt P}}{\text{P takes Kt P}}$ 11 $\frac{\text{R to Kt sq}}{\text{Q takes R P ch}}$ 12 $\frac{\text{K to K 4}}{\text{P to K Kt 6}}$ 13 $\frac{\text{K to Q 3}}{\text{Q to K Kt 4 ch}}$
 (if 13 $\frac{\text{Q to K sq}}{\text{B to Q B 4}}$) 14 $\frac{\text{K to Q 3}}{\text{B to R 6}}$, &c.

11 P takes P

12 R to K Kt sq

13 P to Q fourth

14 P to K fifth

10 Q takes B

11 B to Q third

12 P to Kt sixth

13 Q to K R third

The *Handbuch* gives also—14 $\frac{Q \text{ to } K 2}{Kt \text{ to } Q B 3}$ 15 $\frac{B \text{ to } K 3}{K Kt \text{ to } K 2}$ 16 $\frac{Kt \text{ to } Q B 3}{Kt \text{ to } K Kt 3}$
 17 $\frac{P \text{ to } K 5}{B \text{ to } Q Kt 5}$ 18 $\frac{\text{Castles } Q R}{}$, and the opening is said to be in White's
 favour.

15 B to K third

16 Q to K second

17 P to Q B third

18 Kt to Q B third

19 Castles Q R

20 Kt to K fourth

14 B to K second

15 Kt to Q B third

16 R to Q Kt sq

17 B takes R P

18 K Kt to K second

19 Q to K B fourth

20 Kt to K Kt third

and again White is said to have the advantage, but I must confess
 I am not satisfied with this conclusion.

(A)

8 K to K sq

This move, we are inclined to think, is scarcely so good as
 8 $\frac{K \text{ to } Kt 2}{}$, just examined.

9 P to Q fourth

9 P to K B sixth

The best reply; 9 $\frac{Kt \text{ to } K 2}{}$ is inferior.

10 P takes P

10 B to K second

11 Castles

If 11 $\frac{P \text{ to } K B 4}{B \text{ takes } P \text{ ch}}$ 12 $\frac{K \text{ to } B \text{ sq}}{Kt \text{ to } K B 3}$ 13 $\frac{R \text{ takes } B}{Kt \text{ takes } B}$ 14 $\frac{R \text{ takes } Kt P}{B \text{ takes } R}$
 15 $\frac{Q \text{ takes } B}{K Kt \text{ to } K 2}$, and Black wins.

11 P to K Kt sixth

12 P to K B fourth

12 P to K R fourth

13 Kt to Q B third

13 B to Q Kt fifth

14 Q to K second

14 Q takes R P

And Black has the better game.

GAME II.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 P to K R fourth
- 5 Kt to K fifth

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 P to K Kt fifth

This leads to a far more lasting attack than 5 Kt to K Kt 5, which we have just examined. Black, in reply, has the choice of several defences, the principal of which are:—

5	{	<u>P to K R 4</u>	GAMES II. and III.
		<u>Kt to K B 3</u>	GAME IV.
		<u>B to K 2</u>	GAME V.
		<u>P to Q 3</u>	GAME VI.
		<u>Kt to Q B 3</u>	GAME VII.
		<u>B to K Kt 2</u>	GAME VIII.

5 P to K R fourth

The earliest notice of this move, which may be termed the "Classical Defence," is found in SALVIO's Treatise. At one time it was greatly in vogue, but of late years it has been tacitly abandoned, as allowing the first player too much time for the development of his game.

6 B to Q B fourth

6 Kt to K R third

Black may play also 6 R to R 2, for which see the next game.

7 P to Q fourth

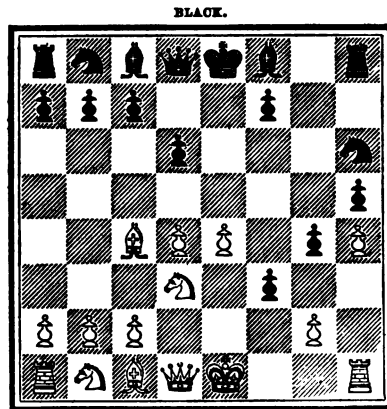
7 P to Q third

8 Kt to Q third

8 P to K B sixth

White has now the choice of two lines of play, viz.—

(1) 9 P takes P and (2) 9 P to K Kt 3



WHITE.
Position after Black's eighth move.

In the first place :—

9 P takes P

9 B to K second best

10 B to K B fourth

White may also play 10 B to K 3, but we rather prefer the move in the text, as the Queen can retire advantageously to King's third when attacked presently by the adverse Bishop. If, in lieu of either of these moves, he play 10 B to K Kt 5 the proper continuation is—10 B takes B 11 P takes B 12 Q to Q 3 13 Kt takes Q 14 B to K B 4, and the game is about equal.

11 K to Q second

10 B takes B P ch

12 Q takes P

11 P takes P

13 Q to K third

12 B to K Kt fifth

with a strong attacking game.

Had White at his 10th move played B to K 3, the continuation would have been—10 B to K 3 11 K to Q 3 12 Q takes P 13 Q to K B sq 14 Kt to K B 4, with a good game.

In the second place:—

9 P to K Kt third

This move has been condemned by most of the authorities, on account of Black's rejoinder 9 $\overline{P \text{ to } Q 4}$, a line of play first suggested by Mr. Knight. We are of opinion, however, that this defence has been somewhat overrated, and submit the following variation:—

9 P to Q fourth

10 P takes P best

If 11 $\overline{B \text{ takes } P}$
 $\overline{P \text{ to } Q B 3}$, &c.

10 Kt to K B fourth

11 B to K B fourth

This move first occurred in a game between Mr. G. B. Fraser and an Amateur.

If 11 $\overline{K \text{ to } B 2}$
 $\overline{Kt \text{ takes } Q P}$ 12 $\overline{B \text{ to } K Kt 5}$, with the better game. Similarly
if 11 $\overline{K \text{ to } B 2}$
 $\overline{B \text{ to } K 2}$ 12 $\overline{Kt \text{ to } K 5}$, &c.

11 B to Q third best

12 Kt to K fifth

12 P to K B third

13 Q to Q third

13 Q to K second

14 K to Q sq

14 P takes Kt

15 P takes P

And White appears to have an ample equivalent for the piece he has lost.

GAME III.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 P to K R fourth
- 5 Kt to K fifth
- 6 B to Q B fourth
- 7 P to Q fourth

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 P to Kt fifth
- 5 P to K R fourth
- 6 R to K R second

The move usually recommended for Black at this juncture is 7 $\overline{P \text{ to } K B 6}$, which leads to a class of positions similar to that examined in the last game, the result being decidedly in favour of the first player. If, instead, Black play 7 $\overline{P \text{ to } Q 3}$, White can either retire the Knight to Queen's third, or sacrifice the Bishop and Knight for the Rook and Pawn, with a fine attacking position. In addition to these moves, neither of which calls for any special analysis, Black may adopt the defence of 7 $\overline{Q \text{ to } K B 3}$, a line of play at one time recommended by JAENISCH, but which recent experience has proved to be unsatisfactory.

7 Q to K B third

8 Kt to Q B third

In an analysis of this variation, published in the *Chess Player's Chronicle* (formerly *Chess Quarterly*), Vol. III., p 97-100, 8 $\overline{P \text{ to } Q B 3}$ is given as best for White, but the move in the text is unquestionably superior.

8 Kt to K second

9 Castles

Again the best move, and far more efficient than either 9 $\overline{Kt \text{ to } K 2}$ or 9 $\overline{Kt \text{ to } Q Kt 5}$ as given in the *Handbuch* and *Theorie und Praxis*.

9 B to K R third

10 Q B takes P best

Several authorities recommend 10 $\overline{Kt \text{ to } Q Kt 5}$, continuing 10 $\overline{Kt \text{ to } Q R 3}$ 11 $\overline{Kt \text{ to } Q 3}$ 11 $\overline{Q \text{ to } Q B 3}$ 12 $\overline{Kt \text{ to } K 5}$ 12 $\overline{Q \text{ to } K B 3}$ 13 $\overline{Kt \text{ to } Q 3}$ 13 $\overline{Q \text{ to } Q B 3}$, and the game is drawn.

10 B takes B

11 P to K Kt third

11 B to K sixth ch

12 K to R sq

12 Q to Q Kt third

Black has apparently no better resource; 12 $\overline{Q \text{ to } K R 3}$ would obviously be speedily disastrous to him.

13 B takes K B P ch

13 R takes B

14 R takes R, and will win.

GAME IV.

WHITE.

- 1 P to K fourth
 2 P to K B fourth
 3 Kt to K B third
 4 P to K R fourth
 5 Kt to K fifth

BLACK.

- 1 P to K fourth
 2 P takes P
 3 P to K Kt fourth
 4 P to Kt fifth
 5 Kt to K B third

Black's fifth move was advocated by Philidor, but never received the attention it merits until a few years ago, when it was revived with great *eclat*, and for a time enjoyed the reputation of being the veritable defence to the Gambit. Latterly, however, the validity of 5 $\overline{\text{Kt to KB3}}$ has been questioned, and it has been to a great extent abandoned in favour of 5 $\overline{\text{B to K Kt3}}$, which is, perhaps, more theoretically correct; albeit the defence of 5 $\overline{\text{Kt to KB3}}$ ought, we think, to yield at least an even game.

6 B to Q B fourth

The best reply. If 6 $\overline{\text{Kt takes Kt P}}$ 7 $\overline{\text{P to Q3}}$ 8 $\overline{\text{Q B takes P}}$
 $\overline{\text{Kt takes P best}}$ $\overline{\text{Kt to K Kt6}}$ $\overline{\text{Kt takes B}}$
 9 $\overline{\text{Q to K2 ch}}$ 10 $\overline{\text{Kt to KB6 ch}}$ 11 $\overline{\text{B takes QBP ch}}$ 12 $\overline{\text{Kt to Q5 ch}}$ 13 $\overline{\text{Kt takes Q}}$
 $\overline{\text{Q to K2}}$ $\overline{\text{K to Qsq}}$ $\overline{\text{K takes B}}$ $\overline{\text{K to Qsq}}$ $\overline{\text{B takes Kt}}$
 14 $\overline{\text{Q to K Kt4}}$ (or 14 $\overline{\text{Q to R5}}$ 15 $\overline{\text{Q to QR5 ch}}$ 16 $\overline{\text{Q to Q5, \&c.}}$ 14 $\overline{\text{P to Q3}}$
 $\overline{\text{Kt to Kt6}}$ $\overline{\text{K to Ksq}}$
 15 $\overline{\text{Q to KB4}}$ and Black should win.
 $\overline{\text{B to K Kt sq}}$

6 P to Q fourth best

7 P takes P

7 B to Q third

This is the move usually given for Black at this juncture, but we greatly prefer 7 $\overline{\text{B to K Kt2}}$, leading to a favourable variation of Mr. PAULSEN'S Defence, for which see Game VIII.

8 P to Q fourth

8 Kt to K R fourth

The move of 8 $\overline{\text{Kt to KR4}}$, which first occurred, we believe, in a game between MM. Kieseritzsky and Desloges (*Chess Player's Chronicle*, Vol. VI p 26), has the sanction of Messrs. Staunton, Jaenisch and Morphy. Mr. Lowenthal, on the other hand, leans towards 8 $\overline{\text{Q to K2}}$, which gives the following continuation:—

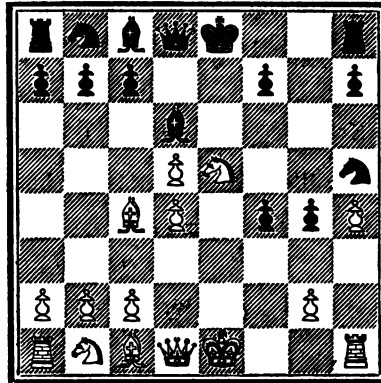
8 $\overline{Q \text{ to } K 3}$ 9 $\overline{B \text{ takes } P \text{ Kt to } R 4}$ 10 $\overline{Castles \text{ Q takes } K R P}$ (if 10 $\overline{P \text{ to } K B 3}$ 11 $\overline{R \text{ to } K sq}$, &c.)
 11 $\overline{Q \text{ to } K 2}$, with the better opening.

The authorities differ *toto celo* as to White's best reply to 8 $\overline{Kt \text{ to } K R 4}$. Among the various moves that have been suggested are,—

- (1) 9 $\overline{B \text{ to } Q \text{ Kt } 5 \text{ ch}}$
- (2) 9 $\overline{Kt \text{ to } Q \text{ B } 3}$
- (3) 9 $\overline{K \text{ to } B 2}$
- (4) 9 $\overline{Castles}$
- (5) 9 $\overline{Q \text{ to } Q 3}$

which we will take *seriatim*. (If, in lieu of any of these moves White play 9 $\overline{Kt \text{ takes } Kt P}$, Black wins by 9 $\overline{Kt \text{ to } Kt 6}$, and on White's moving the Rook, 10 $\overline{Q \text{ to } K 3 \text{ ch}}$ or 10 $\overline{Q \text{ takes } R P}$, &c.)

BLACK.



WHITE.

Position after Black's eighth move.

In the first place :—

9 $\overline{B \text{ to } Q \text{ Kt } \text{fifth ch}}$

9 $\overline{P \text{ to } Q \text{ B } \text{third best}}$

If 9 $\overline{K \text{ to } B sq}$ 10 $\overline{Kt \text{ to } Q B 3 \text{ best} \text{ Kt to } K Kt 6}$ 11 $\overline{R \text{ to } Kt sq \text{ best} \text{ Q takes } K R P}$ 12 $\overline{Q B \text{ takes } P \text{ Kt to } K R 4 \text{ dis ch}}$
 13 $\overline{P \text{ to } K Kt 3 \text{ Q to } R 7}$ 14 $\overline{B \text{ to } R 6 \text{ ch} \text{ Kt to } Kt 2}$ 15 $\overline{B \text{ to } K 3}$, and White has the better game.

Instead of 11 $\overline{R \text{ to } Kt \text{ sq}}$ in the foregoing, the authors of *Theorie und Praxis* recommend 11 $\overline{Q \text{ B takes } P}$, but the continuation would be in Black's favour, e.g.—11 $\overline{Q \text{ B takes } P}$ $\overline{Kt \text{ takes } R}$ 12 $\overline{Q \text{ to } Q 2}$ $\overline{Q \text{ takes } R \text{ P ch}}$ 13 $\overline{P \text{ to } Kt 3}$ $\overline{Kt \text{ takes } P}$ 14 $\overline{Kt \text{ to } K B 4}$, &c.

10 P takes P

10 P takes P

This is better for Black than Castling, e.g.—10 $\overline{\text{Castles}}$ 11 $\overline{P \text{ takes } Kt \text{ P}}$ $\overline{B \text{ takes } P}$ 12 $\overline{Kt \text{ takes } P}$ $\overline{Kt \text{ to } Kt 2}$ 13 $\overline{Q \text{ B takes } P}$ $\overline{Q \text{ to } Q \text{ Kt } 3}$ 14 $\overline{Kt \text{ to } Q \text{ B } 3}$, with a good opening. The above is a fragment of a game between Messrs. Harrwitz and Morphy.

11 Kt takes Q B P

11 Kt takes Kt

12 B takes Kt ch

12 K to B sq

13 B takes R

13 Kt to K Kt sixth

14 K to B second

In an analysis of the variation by Anderssen, this is given as White's best move. He may also continue 14 $\overline{R \text{ to } R 2}$ $\overline{B \text{ to } K \text{ B } 4}$ 15 $\overline{B \text{ to } Q 5}$ $\overline{K \text{ to } Kt 2}$ 16 $\overline{Kt \text{ to } Q \text{ B } 3}$ $\overline{R \text{ to } K \text{ sq ch}}$ 17 $\overline{K \text{ to } B 2}$ $\overline{Q \text{ to } Q \text{ Kt } 3}$ 18 $\overline{Kt \text{ to } R 4}$ $\overline{Q \text{ to } Q \text{ R } 3}$ 19 $\overline{Kt \text{ to } Q \text{ B } 3}$ $\overline{B \text{ to } K 4}$, and wins.

14 Kt takes R ch

15 Q takes Kt

15 B to K B fourth

The best move for Black, according to Anderssen. The *Handbuch* gives 15 $\overline{P \text{ to } Kt 6 \text{ ch}}$ and 15 $\overline{B \text{ to } Q \text{ R } 3}$.

16 B to Q fifth

16 K to Kt second

17 Kt to Q B third

17 R to K sq

18 B to Q B 6

18 P to Kt sixth ch

19 K to B sq

19 B takes Q B P

20 B takes R

20 Q takes B

21 B to Q second

21 B to Q sixth ch

22 K to Kt sq

22 Q to K fourth, and wins.

In the second place:—

9 Kt to Q B third

This move has been erroneously attributed to Mr. Morphy, but

it first occurred in the game above referred to, between MM. Kieseritzsky and Desloges.

9 Q to K second

Apparently his best reply. At least, any other move leaves Black with a very bad game.

If 9 $\overline{\text{Kt to Kt 6}}$ 10 $\overline{\text{Q B takes P}}$ 11 $\overline{\text{Kt to K 4}}$ 12 $\overline{\text{B to K Kt 5}}$ 13 $\overline{\text{Kt takes B P}}$,
 $\overline{\text{Kt takes R}}$ $\overline{\text{B to K B 4}}$ $\overline{\text{B to K 2}}$ and should win.

If 9 $\overline{\text{P to K B 3}}$ 10 $\overline{\text{B to Q Kt 5 ch}}$, &c. If 9 $\overline{\text{B to K B 4}}$ 10 $\overline{\text{Q Kt to K 2}}$
 11 $\overline{\text{Q Kt takes P}}$, &c. $\overline{\text{Q to K 2}}$ best

10 B to Q Kt fifth ch

10 P to Q B third

Black may also play 10 $\overline{\text{K to B sq}}$, 10 $\overline{\text{K to Q sq}}$, or 10 $\overline{\text{B to Q 2}}$, which we will examine anon under the heads of A, B, and C.

11 P takes P

11 P takes P

12 Kt to Q fifth

This line of attack was first adopted by Mr. Steinitz in a game with Mr. Deacon.

12 Q to K third

Apparently the best retreat for the Queen. 12 $\overline{\text{Q to Q Kt 2}}$ is obviously bad, on account of White's replying with 12 $\overline{\text{Kt to Q B 3}}$. Black, however, may play 12 $\overline{\text{Q to Q sq}}$, which might lead to the following:—
 12 $\overline{\text{Q to Q sq}}$ 13 $\overline{\text{Kt takes Q B P}}$ 14 $\overline{\text{B takes Kt ch}}$ 15 $\overline{\text{B takes R}}$
 $\overline{\text{B takes Kt}}$ $\overline{\text{K to B sq}}$ $\overline{\text{B to Q R 3}}$ and White has the advantage.

13 Kt to Q B seventh ch

13 B takes Kt

14 B to Q B fourth

14 Q to K second

15 B takes B P ch

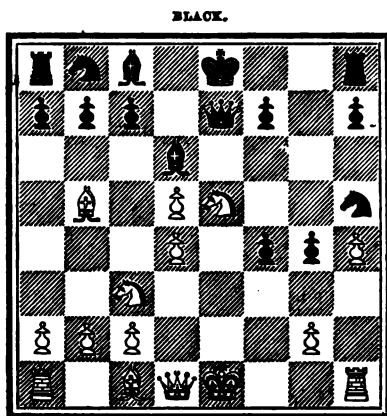
15 Q takes B

The best reply, according to the *Handbuch*. In the game above referred to, Mr. Deacon played 15 $\overline{\text{K to B sq}}$, and lost in a few moves.

16 Kt takes Q

16 K takes Kt

and the *Handbuch* dismisses the opening in favour of the second player, a somewhat unsatisfactory conclusion, as I venture to think.



WHITE.
Position after White's tenth move.

(A)

11 Castles

10 K to B sq

11 Q takes K R P

If 11 P takes B 12 Q takes P 13 R to K sq 14 Q to K 3 15 Kt to K 4
B takes Kt Q takes P Q to K B 3 Kt to Q 2 best Q to Q 5 ch
 16 K to R 2.

12 Q B takes P

12 B takes Kt

13 B takes B

Stronger apparently than retaking with Pawn. In the latter case the following is probable:— 13 P takes B 14 B to K R 6 ch
P to K Kt 6 Kt to Kt 2 best
 15 B takes Kt ch 16 R to K B 3 17 Kt to K 4 18 K to B sq 19 K to K 2
K takes B B to K Kt 6 Q to R 7 ch Q to R 8 ch Q takes P ch,
 and Black has a marked superiority. The above occurred between Messrs. Wayte and Steinitz.

13 R to K Kt sq best

If 13 P to Kt 6 14 R takes P ch 15 Q to B 3 ch (if 15 K to Kt 3, White
K takes R K to K 2 answers with 16 B to Q 3 ch, and if 15 Kt to B 3, with 16 B takes Kt, &c.)
 16 B takes R 17 K to B sq 18 K to K 2 19 Q takes Kt, and will win.
Q to R 7 ch Q to R 8 ch Q takes R

14 R takes P ch

14 K takes R

15 Q to Q third

15 R to K Kt third

Black has seemingly no better move. 15 $\overline{P \text{ to } Kt 6}$ clearly loses off-hand by 16 $\frac{Q \text{ takes } R P \text{ ch}}{R \text{ to } Kt 2 \text{ best}}$ 17 $\overline{R \text{ to } KB \text{ sq ch}}$, &c.

16 R to B sq ch

16 K to Kt sq

If 16 $\overline{K \text{ to } K 2}$, 17 $\overline{P \text{ to } Q 6 \text{ ch}}$, and wins; and if 16 $\overline{Kt \text{ to } B 3}$. 17 $\overline{P \text{ to } K Kt 3}$, and 18 $\overline{Kt \text{ to } K 4}$, &c.

17 B to K eighth, and must win.

(B)

11 Castles

10 K to Q sq

11 Q takes K R P

Black might also play, as in the previous example, 11 $\overline{B \text{ takes } Kt}$, 12 $\frac{P \text{ takes } B}{Q \text{ takes } K P}$ (12 $\frac{R \text{ to } K \text{ sq}}{Q \text{ to } KB 3}$), 13 $\overline{R \text{ to } K \text{ sq}}$, &c.

12 Q B takes P

White might also obtain a fine attacking game by 12 $\overline{R \text{ takes } B P}$ giving up the "exchange." He would lose, however, were he to attempt to win the Rook, e.g.—12 $\frac{Kt \text{ takes } B P \text{ ch}}{K \text{ to } K 2}$, 13 $\frac{Kt \text{ takes } B}{P \text{ to } Kt 6}$, 14 $\frac{Q \text{ to } K \text{ sq ch}}{K \text{ to } B \text{ sq}}$, 15 $\frac{Q \text{ to } K 8 \text{ ch}}{K \text{ to } Kt 2}$, 16 $\frac{Q \text{ to } B 7 \text{ ch}}{K \text{ takes } Kt}$, 17 $\frac{Q \text{ to } K 8 \text{ ch}}{K \text{ to } Kt 2}$, and wins.

12 B takes Kt

He has no better resource, as White now threatens to win the Queen. If 12 $\overline{R \text{ to } Kt \text{ sq}}$, White can safely rejoin with 13 $\overline{Kt \text{ takes } P B \text{ ch}}$.

13 B takes B

With a magnificent game, as Black cannot now play 13 $\overline{P \text{ to } Kt 6}$ on account of 14 $\overline{Q \text{ takes } Kt}$, &c.

(C)

10 B to Q second

This move, which, we believe, first occurred in a game between Messrs. Wayte and Ranken, looks hazardous at first sight, but is not altogether devoid of resource.

11 Q takes Kt P

11 B takes Kt

12 P takes B

12 Q takes K P ch

- | | |
|--------------------|--------------------|
| 13 K to Q sq | 13 Kt to Q B third |
| 14 Q to K Kt fifth | 14 P to K B third |
| 15 Q takes Q ch | |

If 15 Q to K R 6, Black can reply advantageously with 15 B to Kt 5 ch,
&c.

15 Kt takes Q

16 R to K sq

and White has no very marked superiority.

In the third place :—

9 K to B second

This move was, at one time, recommended by Major Jaenisch, but, properly met, it is inferior to 9 B to Q Kt 5 ch, 9 Castles, or 9 Kt to Q B 3.

- | | |
|-----------------------|-------------------------|
| | 9 Kt to Kt sixth best |
| 10 R to K sq | 10 Q takes R P |
| 11 Kt to K B 3 dis ch | 11 Kt to K fifth dbl ch |
| 12 K to Kt sq best | 12 Q to B seventh ch |
| 13 K to R sq | 13 P to K B fourth |
| 14 Q to Q second best | 14 K to Q sq |
| 15 Q takes Q | 15 Kt takes Q ch |
| 16 K to Kt sq | 16 P takes Kt |
| 17 K takes Kt | 17 P takes P |

and Black maintains the Gambit Pawn, but the position is not in his favour.

In the fourth place :—

9 Castles

The best move according to the *Handbuch*.

- | | |
|--------------|-----------------|
| | 9 Q takes K R P |
| 10 Q to K sq | 10 Q takes Q |

Black's 10th move has the sanction of the *Handbuch*, but the authors of *Theorie und Praxis* prefer 10 Q to K 2.

- | | |
|----------------------|--------------|
| 11 R takes Q | 11 Castles |
| 12 B to Q third best | 12 R to K sq |

White's pieces are better disposed, but there is little advantage on either side.

Instead of 12, $\overline{B \text{ to } Q^3}$ the *Handbuch* gives—12 $\overline{Kt \text{ to } Q^3}$
 $\overline{B \text{ to } K^3}$
 13 $\overline{P \text{ to } K^3}$ 14 $\overline{B \text{ to } K^3}$ 15 $\overline{Kt \text{ takes } P \text{ at } B^3}$ 16 $\overline{Kt \text{ to } K^3}$
 $\overline{P \text{ to } B^3}$ $\overline{R \text{ to } K \text{ sq}}$ $\overline{Kt \text{ to } Q^2}$ $\overline{Kt \text{ takes } Kt^3}$
 17 $\overline{B \text{ to } Q^3}$ 18 $\overline{R \text{ takes } R}$ 19 $\overline{K \text{ to } B^2}$ 20 $\overline{R \text{ to } K^3}$ and Black
 $\overline{R \text{ takes } Rch}$ $\overline{Kt \text{ to } K^3}$ $\overline{B \text{ takes } Q^3}$ $\overline{Kt \text{ to } K^3}$
 has the advantage. The above formed the opening moves of a game between Anderssen and Hirschfeld.

In the fifth place:—

- | | |
|-----------------------|---------------------|
| 9 Q to Q third | 9 P to K B third |
| 10 B to Q Kt fifth ch | 10 K to B sq |
| 11 Kt to Q B fourth | 11 Kt to Kt sixth |
| 12 R to R second | 12 B to K B fourth |
| 13 Q to Q second | 13 Q to K second ch |
| 14 K to Q sq | 14 Kt to K fifth |
| 15 Q to K sq | 15 P to K Kt sixth |

and Black has by far the better game.

GAME V.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 P to K R fourth
- 5 Kt to K fifth

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 P to K Kt fifth
- 5 B to K second

This defence, the earliest notice of which is found in SALVIO, possesses many interesting features, and deserves more attention than it has hitherto received.

In reply, White has three lines of play before him, viz.—

6. $\overline{Kt \text{ takes } Kt^3}$ 6 $\overline{Q \text{ takes } Kt^3}$ and 6 $\overline{B \text{ to } Q^3}$.

In the first place :—

6 Kt takes Kt P

6 P to Q fourth

This is preferable to taking the Pawn with Bishop at once.

7 P takes P

7 B takes R P ch

8 Kt to B second

8 B takes Kt ch

9 K takes B

9 Q takes P

10 P to Q fourth

10 Kt to Q B third

If Black play 10 Kt to K B 3, White can rejoin advantageously with 11 Kt to Q B 3.

11 P to Q B third

11 Kt to K B third

Black has the better opening.

In the second place :—

6 Q takes K Kt P

6 P to Q third

7 Q to Kt seventh

7 B takes R P ch

8 K to Q sq

8 P takes Kt

9 Q takes R

9 B to K Kt fifth ch

10 B to K second

10 Q to K Kt fourth best

If 10 B takes B ch, 11 K takes B
Q to K Kt 4, 12 K to B sq, 13 P takes P
 14 R takes B
Q to B P ch, even game.

11 B to K B third

11 B takes B ch

12 P takes B

12 Q to K Kt sixth

13 Q takes K P ch

13 K to B sq

14 Q to Q B fourth ch

14 K Kt to K second

And Black has the better game.

In the third place :—

6 B to Q B fourth best

6 B takes P ch

7 K to B sq

7 P to Q fourth

8 B takes Q P

8 Kt to K B third

9 P to Q fourth

9 B to K Kt fourth

If 9 Q to K Kt 4, 10 Q to Q 2
B to Kt 6, 11 Kt to Q B 3, &c.

- | | |
|---|--------------------|
| 10 Kt to Q B third | 10 P to K B third |
| If 10 $\frac{P \text{ to } K \text{ Kt } 3}{Q \text{ to } K \text{ B } 3 \text{ best}}$ | |
| 11 Kt to Q third | 11 P to Q B third |
| 12 Q B takes P | 12 P takes K B |
| 13 B takes B | 13 P takes B |
| 14 R takes Kt | 14 Castles ch |
| 15 K to Kt sq | 15 K to Kt second |
| 16 R to R sq | 16 P takes P |
| 17 Kt to K fifth | 17 Kt to Q B third |

And again the game is in Black's favour.

In illustration of this defence the reader may compare some specimens of the opening between Messrs. Brien and Gocher:—*Chess World*, Vol. I., pp 137-140.

There is a suggestive note, by one of the players, that possibly the Pawn may be played to Queen's fourth a move or two earlier.

GAME VI.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 P to K R fourth
- 5 Kt to K fifth

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to Kt fourth
- 4 P to Kt fifth
- 5 P to Q third

This defence may be fairly ventured, but, with the best play, the result ought to be slightly in favour of White.

- | | |
|--------------------|--------------------|
| 6 Kt takes Kt P | 6 B to K second |
| 7 P to Q fourth | 7 B takes P ch |
| 8 Kt to B second | 8 Q to Kt fourth |
| 9 Q to K B third | 9 B to K Kt sixth |
| 10 Kt to Q B third | 10 Kt to K B third |
| 11 B to Q second | |

This is preferable to 11 $\frac{B \text{ to } Q 3}{e.g.}$ —

- | | | | |
|--|---|--|--|
| 11 $\frac{B \text{ to } Q 3}{Kt \text{ to } Q B 3}$ | 12 $\frac{Kt \text{ to } Q Kt 5}{K \text{ to } Q sq}$ | 13 $\frac{P \text{ to } Q B 3}{K R \text{ to } Kt sq}$ | 14 $\frac{K \text{ to } B sq}{B \text{ to } K Kt 5}$ |
| 15 $\frac{Kt \text{ takes } B \text{ best}}{Kt \text{ takes } Kt}$ | and Black has a good game. | | |

- 11 R to K Kt sq
 If 11 Kt to Q B 3, White answers with 12 B to Q Kt 5.
 12 Castles 12 B to K Kt fifth
 13 Kt takes B 13 Kt takes Kt
 14 Q takes B 14 P takes Q
 15 B takes Q 15 Kt to B seventh
 16 R takes R P 16 Kt takes R
 17 K takes Kt 17 R takes B
 18 R to R eighth ch

And the *Handbuch* dismisses the opening in White's favour.

GAME VII.

WHITE.

- 1 P to K fourth
 2 P to K B fourth
 3 Kt to K B third
 4 P to K R fourth
 5 Kt to K fifth

BLACK.

- 1 P to K fourth
 2 P takes P
 3 P to K Kt fourth
 4 P to K Kt fifth
 5 Kt to Q B third

This defence—the invention of which is claimed for Herr Neumann—looks more promising than it really is. With the best continuation it leaves the second player with an inferior game.

In reply to 5 Kt to Q B 3, White has the choice of three distinct lines of play, viz.—

- 6 P to Q 4 ⁽¹⁾ 6 Kt takes Kt ⁽²⁾ and 6 Kt takes Kt P ⁽³⁾

In the first place :—

- 6 P to Q fourth 6 Kt takes Kt
 7 P takes Kt 7 P to Q third
 7 P to K B 6 is inferior, e.g.—7 P to K B 6 8 P takes P 9 P takes Kt P (if
 9 B to Q B 4) 10 Q takes Q ch 11 P to K Kt 5 12 B to K R 3 13 R takes B, and
 9 Kt to K 2 10 K takes Q 11 B to K 3 12 B takes B 13 R takes B, and
 White has slightly the better opening.

- 8 Q B takes P

If 8 B to Q B 4, the correct reply is 8 Q to K 2.

- | | |
|--------------------|--------------------|
| 9 B to Q B fourth | 8 B to K Kt second |
| 10 Kt to Q B third | 9 Q to K second |
| | 10 P takes P |

And the advantage is with Black, owing to the first player's faulty sixth move.

In the second place:—

- | | |
|-----------------|-------------------|
| 6 Kt takes Kt | 6 Q P takes Kt |
| 7 P to Q fourth | 7 Kt to K B third |
| 8 Q B takes P | 8 Kt takes P |
| 9 B to Q third | 9 Q takes P |

Black may also play 9 $\overline{\text{Kt to K B 3}}$ or 9 $\overline{\text{Kt to Q 3}}$, which we will briefly dispose of.

- (1) 9 $\overline{\text{Kt to K B 3}}$ 10 $\overline{\text{Kt to Q B 3}}$ (if 10 $\overline{\text{Q takes Q P}}$ 11 $\overline{\text{Q to K 2 ch}}$ 12 $\overline{\text{B to K 5}}$)
 11 $\overline{\text{Kt to K 2}}$ 12 $\overline{\text{Q to Q 3}}$ 13 $\overline{\text{P to K R 5}}$ 14 $\overline{\text{P to K R 6}}$ (if 14 $\overline{\text{B to B 3}}$)
 15 $\overline{\text{Q takes Kt}}$ 16 $\overline{\text{Q to K 4}}$, and White has the superiority.
 15 $\overline{\text{B to K B 3}}$

- (2) 9 $\overline{\text{Kt to Q 3}}$ 10 $\overline{\text{Kt to Q B 3}}$ 11 $\overline{\text{Kt to K 2}}$ 12 $\overline{\text{P to Q B 3}}$ 13 $\overline{\text{Q to Q B 2}}$
 14 $\overline{\text{Q takes B}}$ 15 $\overline{\text{Castles Q R}}$, with the better game.
 14 $\overline{\text{B to K sq}}$

- | | |
|-------------------|--------------------|
| 10 Q to K second | 10 P to K B fourth |
| 11 Kt to Q second | 11 B to K second |
| 12 Castles Q R | 12 B to Q second |
| 13 Kt takes Kt | 13 P takes Kt |
| 14 B takes K P | 14 Q to Kt second |
| 15 K R to K sq | 15 Castles Q R |
| 16 R takes B | 16 R takes R |
| 17 B to K B fifth | 17 K to Q sq |

If 17 $\overline{\text{B to Q sq}}$ 18 $\overline{\text{R to Q sq}}$; and if 17 $\overline{\text{R to K sq}}$ 18 $\overline{\text{Q to K 6}}$, &c.

- | | |
|--------------------|--------------|
| 18 B takes R | 18 K takes B |
| 19 Q to K sixth ch | 19 K to Q sq |
| 20 R to Q sq ch | 20 K to K sq |
| 21 B to K fifth | |

And White should win. The above variations are from an analysis by Mr. Zukertort, published in the *New Berlin Schachzeitung*.

GAME VIII.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 Kt to K B third
- 4 P to K R fourth
- 5 Kt to K fifth

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to K Kt fourth
- 4 P to K Kt fifth
- 5 B to K Kt second

This move was brought into vogue by Mr. PAULSEN, and of late years has been generally accepted as the best defence to the Allgaier Gambit, though we are inclined to think that its merits have been somewhat overrated.

White has two available replies, viz.—

- 6 $\overline{\text{Kt takes Kt P}}^{(1)}$ and 6 $\overline{\text{P to Q 4}}^{(2)}$

which we will take in turn.

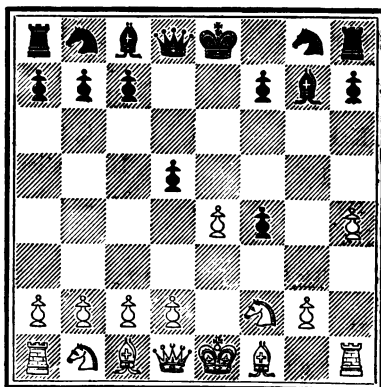
In the first place :—

6 Kt takes Kt P

6 P to Q fourth best

7 Kt to K B second

BLACK.



WHITE.

Position after White's seventh move.

White may also play 7 $\overline{\text{P to Q B 3}}$, the consequence of which will be considered under the head of Variation A.

If, in lieu of either of these moves, he play 7 $\overline{P \text{ takes } P}$, Black obviously wins by 7 $\overline{Q \text{ to } K 2 \text{ ch}}$, and if 7 $\overline{Q \text{ to } K B 3}$, the following is a probable continuation:—7 $\overline{Q \text{ to } K B 3}$ 8 $\overline{B \text{ to } K 2}$ 9 $\overline{Kt \text{ to } Q B 3}$, &c.) 9 $\overline{Q \text{ takes } B P}$ $\overline{Kt \text{ to } Q B 3}$, and Black has the better game.

7 Kt to K second

This is PAULSEN's move, but Black might also take Pawn with Pawn, *e.g.*—

7 $\overline{P \text{ takes } P}$ 8 $\overline{Kt \text{ takes } P}$ 9 $\overline{Q \text{ to } K 2}$ 10 $\overline{P \text{ to } Q B 3}$ 11 $\overline{Kt \text{ to } B 2}$
 12 $\overline{Q \text{ takes } Q \text{ ch}}$ $\overline{K \text{ takes } Q}$ 13 $\overline{P \text{ to } Q 4}$ $\overline{Kt \text{ to } Kt 6}$, and Black's position is greatly superior.

8 P to Q third

Apparently his best move. If he play 8 $\overline{P \text{ takes } P}$, Black Castles, and on White's playing 9 $\overline{Kt \text{ to } Q B 3}$ or 9 $\overline{B \text{ to } K 2}$, moves 9 $\overline{Kt \text{ to } K B 4}$ with a marked superiority. Similarly, if he play, as recommended by Lange, 8 $\overline{Q \text{ to } K B 3}$, Black answers with 8 $\overline{P \text{ takes } K P}$ and 9 $\overline{\text{Castles}}$,

8 Castles

9 Kt to Q B third

9 P to K B fourth

10 P to K fifth best

10 B takes K P

11 P to Q fourth

11 B to K Kt second

12 Q B takes P

12 Kt to Kt third

13 B to K Kt 5th

13 Q to Q third

14 B to K second

14 P to K R third

and Black has somewhat the better game.

(A)

7 P to Q B third

7 P takes P best

Stronger, we think, than either 7 $\overline{Q \text{ to } K 2}$ or 7 $\overline{Kt \text{ to } K B 3}$, though both should result in Black's favour.

8 Q to R fourth ch

8 Kt to Q B third best

9 Q takes K P ch

9 Q to K second

10 Q takes Q ch

10 K Kt takes Q

11 B to K second

If 11 $\frac{\text{Kt to B 2}}{\text{Castles}}$ 12 $\frac{\text{P to Q 4}}{\text{R to K sq}}$ 13 $\frac{\text{B to K 2}}{\text{Kt to Q 4}}$ 14 $\frac{\text{K to Q sq}}{\text{B to K B 4}}$ and Black has a manifest advantage. Again, if 11 $\frac{\text{Kt to R 2}}{\text{B to K B 4}}$ 12 $\frac{\text{Kt to K B 3}}{\text{Castles Q R}}$ 13 $\frac{\text{P to Q 4}}{\text{Kt to Q 4}}$, with the better game.

11 Kt to K B fourth

12 B to K B third

Stronger, seemingly, than 12 $\frac{\text{Castles}}{\text{e.g.}}$ —

12 $\frac{\text{Castles}}{\text{Kt to Kt 6}}$ 13 $\frac{\text{B to K sq}}{\text{Castles}}$ 14 $\frac{\text{B to B 3}}{\text{B takes Kt}}$ 15 $\frac{\text{B takes B}}{\text{R to K sq}}$ 16 $\frac{\text{K to B 2}}{\text{Kt to K 4}}$
 17 $\frac{\text{B to Q 2}}{\text{Kt takes B}}$, and wins.

13 R to K Kt sq best

14 B takes B

15 B to K second

16 P to Q fourth

17 K to Q sq best

12 Kt to Kt sixth

13 B takes Kt

14 Kt to K fourth

15 Castles Q R

16 K R to K sq

If 17 $\frac{\text{P takes Kt}}{\text{R takes P}}$, and if 17 $\frac{\text{Q B takes P}}{\text{Kt to Q 6 ch}}$, &c.

17 P to Q B fourth

18 Q B takes P

18 Kt takes B

19 K takes Kt

19 Kt to K Kt third dis ch

and Black again has a greatly superior game.

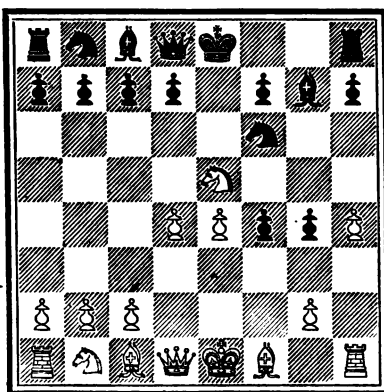
In the second place :—

6 P to Q fourth

6 Kt to K B third best

7 B to Q B fourth

BLACK.



WHITE.

Position after Black's sixth move.

It is not easy to decide upon White's seventh move. In addition to that given in the text he may play 7 QB takes P 7 Kt takes Kt P 7 B to Q 3 and 7 Kt to Q B 3, the consequences of which may be briefly indicated, *e.g.*—

Firstly—7 QB takes P 8 Kt to Q B 4 9 B to Q 3 10 Q to K 2 P to K B 4, &c.

Secondly—7 Kt takes Kt P 8 QB takes P best 9 B to K 3 P to Q 4, &c.

Thirdly—7 B to Q 3 8 Kt to Q B 4 9 P to Q B 3 10 Kt to Q B 3 Castles
11 Q to Q B 3 12 B to K 2 13 Kt to K 5 B takes Kt, &c.

Fourthly—7 Kt to Q B 3 8 Kt to Q 3 9 QB takes P. (The *Schachzeitung* gives 9 Kt takes B P 10 Kt to R 5 best 11 B to K 2 Kt to Q B 3, &c.) 9 Kt takes K P
10 Kt takes Kt 11 Kt to B 2 12 B to Q 3 13 B takes B 14 Castles
R to K sq B to K B 4 B takes Kt P to K B 4 P takes B
15 Q takes Kt P 16 Q to K Kt 3 17 P to Q B 3. And in each case Black has the advantage, though in this last variation it is not so marked as in the preceding ones. The *Handbuch*, indeed, considers the game to be equal.

7 Castles

This is stronger than 7 P to Q 4 which would lead to 8 P takes P Castles
9 QB takes P Kt takes Q P best, &c.

8 QB takes P

If 8 Kt takes K B P, Black can either take with Rook, or perhaps, better still, play 8 Q to K 2.

8 P to Q third

9 Kt takes K B P

If 9 Kt to Q 3 9 Kt takes K P, with the better game.

9 R takes Kt

10 B takes R ch

10 K takes B

11 Q to K second

If 11 Castles 11 K to Kt sq 12 P to K 5 Kt to K 5, &c.

11 K to Kt sq

Black might also play with advantage 11 P to Q 4.

12 B to K Kt fifth

12 Q to K sq

13 Kt to Q B third

13 Kt to Q B third

14 Castles Q R

14 Kt to K R 4

15 Q to K third

15 P to K Kt sixth

and Black has the advantage.

This last variation is taken from an analysis of the defence published in the *Schachzeitung* for 1863.

CHAPTER XVIII.

THE KING'S BISHOP'S GAMBIT.

1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$	2 $\frac{P \text{ to } K B 4}{P \text{ takes } P}$	3 $\frac{B \text{ to } B 4}{Q \text{ to } R 5 \text{ ch}}$	4 $\frac{K \text{ to } B sq}{P \text{ to } K Kt 4}$	} GAME I.
		5 $\frac{Kt \text{ to } Q B 3}{B \text{ to } Kt 2}$	6 $\frac{P \text{ to } Q 4}$	
			6 $\frac{P \text{ to } K Kt 3}$	GAME II.
1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$	2 $\frac{P \text{ to } K B 4}{P \text{ takes } P}$	3 $\frac{B \text{ to } B 4}{P \text{ to } Q 4}$	4 $\frac{B \text{ takes } P}{Q \text{ to } R 5 \text{ ch}}$	GAME III.
			4 $\frac{Kt \text{ to } K B 3}$	GAME IV.
1 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$	2 $\frac{P \text{ to } K B 4}{P \text{ takes } P}$	3 $\frac{B \text{ to } B 4}{P \text{ to } K B 4}$		GAME V.
		3 $\frac{Kt \text{ to } K B 3}$		GAME VI.
		3 $\frac{P \text{ to } Q Kt 4}$		GAME VII.

GAME I.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 B to Q B fourth

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 Q to K R fifth ch

In addition to this move, which has been not inaptly termed the "Modern Classical Defence," in contradistinction to the "Old Classical Defence" of 3 $\frac{P \text{ to } K B 4}$. Black has several available lines of play, the most important of which are—

- 3 $\frac{P \text{ to } Q 4}$ GAMES III. and IV.
- 3 $\frac{P \text{ to } K B 4}$ GAME V.
- 3 $\frac{Kt \text{ to } K B 3}$ GAME VI.
- 3 $\frac{P \text{ to } Q Kt 4}$ GAME VII.

4 K to B sq

4 P to K Kt fourth

Until very recently Black's fourth move had the sanction of all the modern authorities, but latterly the theory of the opening has undergone a complete revolution, and this attempt to sustain the Gambit Pawn has been abandoned as unsatisfactory.

- 5 Kt to Q B third
- 6 P to Q fourth

5 B to K Kt second

The correct move at this point is we believe 6 P to K Kt 3. See Game II.

6 P to Q third

If he play 6 Kt to K 3 White can obtain a good attack by 7 P to K Kt 3 or 7 Kt to K B 3.

7 Kt to K B third

7 Q to K R fourth best

8 P to K R fourth

8 P to K R third

9 P to K fifth

9 P takes P

If, instead of taking Pawn with Pawn, Black play, as recommended at one time by Jaenisch, 9 Q to K Kt 3, White replies with 10 Q to K 3, and obtains the better game.

10 Kt to Q fifth

In lieu of this old fashioned form of attack the authors of *Theorie und Praxis* give 10 Kt takes K P, whereby White recovers the Gambit Pawn with a superior position. This line of play was first suggested by Herr Max Lange in the *Leitfaden*, with the following continuation:—

10 Kt takes K P 11 Kt takes Q 12 B takes B 13 Kt to Kt 3 14 P takes P,
 Q takes Q ch B to K 3 P takes B B to R 2

with the better position.

11 K to Kt sq

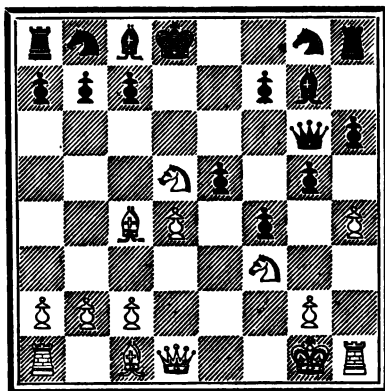
10 K to Q sq

11 Q to K Kt third

White has now two lines of play, viz.—

12 P takes P ⁽¹⁾ and 12 Kt takes K P ⁽²⁾

BLACK.



WHITE.

Position after Black's eleventh move.

In the first place :—

- | | |
|------------------|------------------|
| 12 P takes K P | 12 B to Q second |
| 13 P takes P | 13 P takes P |
| 14 R takes R | 14 B takes R |
| 15 Kt takes Kt P | |

The sacrifice of the Knight was originally suggested by the late Mr. Petroff, by whose name this form of the Bishop's Gambit attack is generally known. White may also play, with advantage, 15 Q to K sq, &c.

- | | |
|----------------|--------------------|
| 16 Q B takes P | 15 Q takes Kt |
| | 16 Q to K B fourth |

If he play 16 Q to K Kt 3, White continues — 17 P to K 6
 18 Kt takes Q B P 19 Kt to K 6 ch 20 B to K Kt 5 21 Q to Q 8 ch
 P to K 4 K to K sq best B takes Kt K to B 2
 22 B to B sq ch 23 Q to Q B 7 ch 24 B takes B 25 B takes Kt 26 Q takes Kt P
 Kt to K B 3 K to K sq Q Kt to Q 2 Kt takes B B to Q sq
 27 Q takes R P. White has the better game.

- | | |
|--------------------|------------------------|
| 17 P to K sixth | 17 B P takes P |
| 18 Kt takes Q B P | 18 Q to B fourth ch |
| 19 K to R sq | 19 Q takes B |
| 20 Q to Q sixth | 20 P to K fourth |
| 21 R to Q sq | 21 P takes B |
| 22 Kt takes R | 22 Kt to K second best |
| 23 Q takes Q Kt ch | |

and the position is slightly in White's favour.

An elaborate analysis of this phase of the Bishop's Gambit, by the late Major Jaenisch, will be found in Vol. XIV. of the *Chess Player's Chronicle*.

In the second place :—

- 12 Kt takes K P

This line of attack was first suggested by Herr Grim, and seems to be at least as efficient as 12 P takes P.

- 12 Q to K B fourth

If 12 $\frac{B \text{ takes Kt}}{B \text{ takes Kt}}$ 13 $\frac{P \text{ takes B}}{B \text{ to Q 2}}$ 14 $\frac{P \text{ takes Kt P}}{Q \text{ takes P}}$ 15 $\frac{Q B \text{ takes P}}{Q \text{ to K Kt 3}}$ 16 $\frac{P \text{ to K 6}}{P \text{ to K 6}}$,
with a winning attack.

13 Q to K R fifth

13 B to K third

If 13 $\frac{B \text{ takes Kt}}{B \text{ takes Kt}}$ 14 $\frac{P \text{ takes B}}{P \text{ to Q B 3}}$ 15 $\frac{B \text{ to Q 2}}{P \text{ takes Kt}}$ 16 $\frac{B \text{ takes P}}{B \text{ takes P}}$, &c.

14 R P takes P

14 P takes P

15 Q takes R

15 B takes Q

16 R takes B

16 P to K B third

17 B to Q third

17 Q takes B

18 Kt takes Q, and should win.

GAME II.

MR. FRASER'S ATTACK.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 B to Q B fourth
- 4 K to B sq
- 5 Kt to Q B third
- 6 P to K Kt third

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 Q to R fifth ch
- 4 P to K Kt fourth
- 5 B to K Kt second

White's sixth move is the invention of McDonnell, the opponent of La Bourdonnais. Though brilliant and attacking, it was always considered to be a somewhat hazardous line of play until the publication, in the *Chess World*, of an analysis by Mr. G. B. Fraser, who was the first to establish the soundness of the sacrifice.

6 P takes P

7 Q to K B third

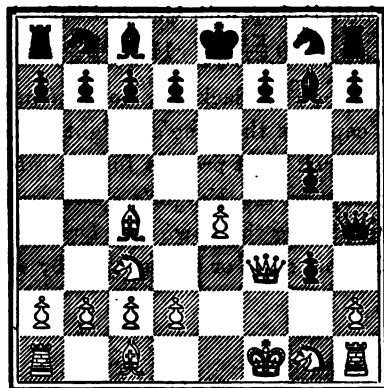
This move, which constitutes the keynote of Mr. Fraser's attack, is casually noticed by Jaenisch and the authors of the German and English Handbooks, all of whom dismiss it as unworthy of attention. Prior to Mr. Fraser's discovery the usual mode of continuing the attack was—7 $\frac{K \text{ to Kt 2}}{Q \text{ to K R 3}}$ 8 $\frac{P \text{ takes P}}{Q \text{ to K Kt 3}}$

9 $\frac{P \text{ to } Q4}{Kt \text{ to } K2}$ 10 $\frac{Kt \text{ to } KB3}{P \text{ to } KB3}$, and the *Handbuch* is of opinion that Black has the better game. Nevertheless, the first player, notwithstanding the Pawn he has lost, and the exposed position of his King, has a strong and menacing position.

In reply to 7 $\frac{Q \text{ to } KB3}$, Mr. Fraser examines several lines of defence for Black, viz. :—

7 $\frac{Q \text{ to } KB5}$
 7 $\frac{P \text{ takes } KBP}$
 7 $\frac{Kt \text{ to } KB3}$
 7 $\frac{P \text{ to } Q4}$
 7 $\frac{P \text{ to } K Kt7 \text{ ch}}$

BLACK.



WHITE.

Position after White's seventh move.

In the first place :—

8 Kt to Q fifth

9 Kt takes Q

7 Q to KB fifth

8 Q takes Q ch

9 P to Kt seventh ch

If 9 $\frac{K \text{ to } Qsq}{Kt \text{ to } KB3}$ 10 $\frac{Kt \text{ takes } Kt P}{Kt \text{ to } KB3}$ 11 $\frac{P \text{ takes } P}{P \text{ to } QB3 \text{ best}}$ 12 $\frac{Kt \text{ to } QB3}{P \text{ to } QKt4}$
 13 $\frac{B \text{ to } QKt3}{P \text{ to } KB3}$ 14 $\frac{P \text{ to } Q4}{P \text{ takes } Kt}$ 15 $\frac{B \text{ takes } P \text{ ch}}{K \text{ to } B2}$ 16 $\frac{B \text{ takes } Kt}{B \text{ takes } QP}$ 17 $\frac{R \text{ to } Qsq}$, and
 should win.

$\frac{10 \text{ K takes P}}{\text{If } 10 \frac{\text{P to Kt } 5}{\text{wins.}}}$
 $\frac{11 \text{ Kt to Kt } 5}{11 \frac{\text{P to K R } 3}}$
 $\frac{12 \text{ Kt takes B P}}{12 \frac{\text{K takes Kt}}{\text{wins.}}}$
 $\frac{13 \text{ Kt takes B P dis ch}}{13 \frac{\text{K takes Kt}}{\text{wins.}}}$
 and

11 Kt takes Kt P	11 Kt to K R third
12 R to K B sq	12 P to Q B third
13 Kt to K B fourth	13 P to K B third
14 Kt to K R fifth	14 P takes Kt
15 Kt takes B	

And will shortly gain another Pawn, and win.

In the second place :—

	7 P takes B P
8 Q takes B P ch	8 K to Q sq
9 P to Q fourth best	

If White capture Bishop with Queen, Black obtains a winning position by 9 $\frac{Q \text{ to B 5 ch}}{P \text{ to B 5 ch}}$ 10 $\frac{K \text{ to K 2}}{P \text{ to Q 4}}$ 11 $\frac{K \text{ to Q sq}}{Q \text{ to K B 3}}$ &c.

In answer to 9 P to Q 4, Black has no good move. Mr. Fraser remarks, "If he captures the King's Knight, making a Queen, his Rook retakes, and Black must provide for the safety of his Queen. If he attempt to support the Knight's Pawn with Bishop, White simply replies by capturing the Pawn with Queen's Bishop. . . . There seems, in fact, no move or line of play by which he can save the game."

In the third place :—

			7 P to Q fourth
8 P takes R P			8 Q to K Kt fifth
9 Q Kt takes P			9 Q to Q second
If 9 <u>Q takes Q</u>	10 <u>Kt takes Q</u> P to K Kt 5	11 <u>Kt to Kt 5</u> P to K R 3	12 <u>Kt takes B P</u> , &c.
10 Kt to K second			10 P to Q B third
11 Q Kt to Q B third			11 P to Q Kt fourth
12 B to Q Kt third			12 P to Q Kt fifth
13 Kt to Q sq			

And White's game is much superior.

7 Kt to K B third

8 Q. to K Kt fifth

9 Q takes Q ch

10 Kt takes Q.

10 P to K Kt fifth

11 Castles

12 P to K fifth and wins.

7 P to Kt seventh ch

8 K takes P

8 Kt to K R third

9 Kt to Q fifth

9 K to Q sq best

10 P to Q fourth

10 P to Q. B third

11 Kt to Q B third

11 Q to K Kt fifth ch

12 Q takes Q

12 Kt takes Q.

- | | |
|--|--------------------|
| 13 P to K R third | 13 Kt to K R third |
| 14 B takes P ch | 14 P to K B third |
| 15 B to K R fourth, with much the better game. | |

The foregoing variations are abridged from Mr. Fraser's analysis. *Chess World*, Vol. IV. pp 117 and 125.

It is worthy of remark that Mr. Fraser's variation of McDonnell's attack cannot be played with the same advantage a move later, viz., after White has advanced his Pawn to Queen's fourth, *e.g.*—

- | WHITE. | BLACK. |
|-------------------|------------------------|
| 1 P to K fourth | 1 P to K fourth |
| 2 P to K B fourth | 2 P takes P |
| 3 B to Q B fourth | 3 Q to R fifth ch |
| 4 K to B sq | 4 P to K Kt fourth |
| 5 Kt to Q B third | 5 B to K Kt second |
| 6 P to Q fourth | 6 Kt to K second |
| 7 P to K Kt third | 7 P takes P |
| 8 Q to K B third | 8 P to K B fourth best |
| 9 P takes Kt P | 9 Q to Kt fifth |
| 10 Q takes Q | 10 P takes Q |
| 11 Q B takes P | 11 B takes Q P |

And Black has the better game.

Instead of 8 Q to KB3 in the above variation, White ought to have played 8 K to Kt2. To this Black has three available replies, viz., 8 P to Kt5, 8 P to Q3, and 8 Q to KR3, which we will briefly examine.

- (1.) 8 K to Kt2 9 P takes P 10 Q takes P 11 P to K5 12 P takes Q
P to Kt5 Q to KB3 P to Q4 best B takes Q KB takes P
 13 Kt takes P 14 B takes Kt, even game.
Kt takes Kt B to QB3

- (2.) 8 K to Kt2 9 P takes P 10 B to K2 11 QB takes P 12 Kt to KB3
P to Q3 Q to Kt5 Q to Q2 Kt to QB3 P to KB3
 13 B to K3, with a slight superiority.

- (3.) 8 K to Kt2 9 P to KR4 best 10 B to K3, &c.
Q to KR3 Q to KB3

GAME III.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 B to Q B fourth
- 4 B takes P best

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to Q fourth
- 4 Q to R fifth ch best

In lieu of checking at this point Black may play 4 $\overline{\text{Kt to KB3}}$, for the consequences of which see Game IV.

5 K to B sq

5 P to K Kt fourth

An opinion appears to be gaining ground, among some of the best players of the day, that this modification of the "Modern Classical Defence" is the most efficient line of play Black has at his command.

6 Kt to Q B third

6 B to K Kt second

If Black play 6 $\overline{\text{Kt to K2}}$, the first player will speedily obtain the advantage, *e.g.*—

- | | | | | |
|-----------------------------------|------------------------------------|-----------------------------------|--|---------------------------------|
| 6 $\overline{\text{Kt to K2}}$ | 7 $\overline{\text{P to KR4}}$ | 8 $\overline{\text{Kt to KB3}}$ | 9 $\overline{\text{B takes BP ch}}$ | 10 $\overline{\text{Kt to K5}}$ |
| | $\overline{\text{P to KR3}}$ | $\overline{\text{Q to KR4}}$ | $\overline{\text{Q takes B best}}$ | $\overline{\text{Q to KB3}}$ |
| 11 $\overline{\text{Q to R5 ch}}$ | 12 $\overline{\text{Kt to B7 ch}}$ | 13 $\overline{\text{Kt takes R}}$ | 14 $\overline{\text{P takes KtP}}$, and White | |
| $\overline{\text{K to Qsq}}$ | $\overline{\text{K to Q2}}$ | $\overline{\text{Q takes Kt}}$ | | |
- has a winning position.

7 P to Q fourth

7 Kt to K second

8 Kt to K B third

8 Q to K R fourth

9 P to K R fourth

9 P to K R third

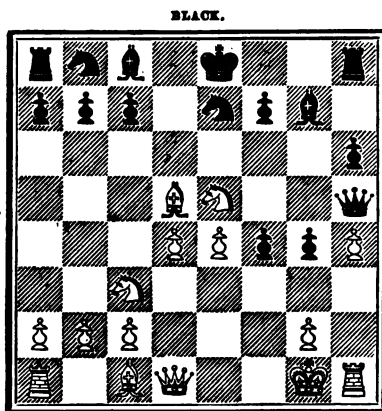
10 K to Kt sq

10 P to K Kt fifth best

11 Kt to K fifth

White's 11th move was originally suggested by Mr. Zukertort, and is certainly far more attacking than 11 $\overline{\text{Kt to Ksq}}$, which might be continued—

- | | | | | |
|--------------------------------------|---|---------------------------------|-------------------------------------|--------------------------------------|
| 11 $\overline{\text{P to B6}}$ | 12 $\overline{\text{P takes P}}$ | 13 $\overline{\text{K to B2}}$ | 14 $\overline{\text{P to K5}}$ | 15 $\overline{\text{B takes KBP}}$ |
| | $\overline{\text{P takes P}}$ | $\overline{\text{Kt to QB3}}$ | $\overline{\text{B to KB4}}$ | |
| (if 15 $\overline{\text{Q takes P}}$ | 16 $\overline{\text{Kt takes Q}}$ | 15 $\overline{\text{Q to Kt3}}$ | 16 $\overline{\text{R to K Kt sq}}$ | 17 $\overline{\text{B takes Kt ch}}$ |
| $\overline{\text{Q takes Q}}$ | Castles Q R | | $\overline{\text{Q to R2}}$ | $\overline{\text{Kt takes B}}$ |
| 18 $\overline{\text{Q to KB3}}$ | $\overline{\text{Kt takes QP}}$, with the better position. | | | |



Position after White's eleventh move.

11 B takes Kt

12 P takes B

It is not easy to decide upon Black's best move at this juncture. He has, apparently, three feasible replies, viz.—

12 $\overline{Q \text{ takes } K P}$ 12 $\overline{P \text{ to } B 6}$ and 12 $\overline{Kt \text{ to } K Kt 3}$

In the first place :—

12 Q takes K P

13 Q to K B sq

In a game between Messrs. Zukertort and Steinitz the latter, in reply to 13 $\overline{Q \text{ to } K B sq}$, played 13 $\overline{P \text{ to } K B 6}$, and, on White's taking the Pawn with Pawn, drew the game by perpetual check, which we believe will be found to be the only safe course of action. In reply to 13 $\overline{Q \text{ to } K B sq}$, Black clearly cannot play 13 $\overline{Kt \text{ to } Kt 3}$, on account of 14 $\overline{P \text{ to } R 5}$ 15 $\overline{Kt \text{ to } K 2}$, and wins; while the move of 13 $\overline{P \text{ to } Q B 3}$, though apparently offering some resource, is also unavailing. In the latter case, the following appears to be the best continuation :—

13 P to Q B third

14 B takes B P ch

14 K takes B

15 B takes P

15 Q to K B third

If 15 $\frac{Q \text{ to } Q 5 \text{ ch}}{Q \text{ to } Q 5 \text{ ch}}$ 16 $\frac{B \text{ to } K 3 \text{ dis ch}}{Q \text{ to } B 3}$ 17 $\frac{Q \text{ takes } Q \text{ ch}}{Q \text{ to } B 3}$, &c.

16 B to K fifth	16 Q takes Q ch
17 R takes Q ch	17 K to Kt sq
18 B takes R	18 K takes B
19 R to B seventh	19 Kt to K Kt sq best
20 K to R second	

If 20 $\frac{Kt \text{ to } K 2}{Kt \text{ to } Q 2}$ 21 $\frac{Kt \text{ to } K B 4}{Kt \text{ to } K 4}$, &c.

In reply to 20 $\frac{K \text{ to } R 2}{Kt \text{ to } Q 2}$ Black has seemingly no good move. If he play the Bishop out, White answers with 21 $\frac{R \text{ to } B 8}{Kt \text{ to } Q 2}$, and Black's Queen's Knight is hopelessly imprisoned. If he move 20 $\frac{Kt \text{ to } Q 2}{Kt \text{ to } Q 2}$, then follows—21 $\frac{R \text{ to } Q sq}{Kt \text{ to } K 4}$ 22 $\frac{R \text{ to } Q B 7}{Kt \text{ to } K 4}$, &c. Similarly, if he play 20 $\frac{Kt \text{ to } Q R 3}{Kt \text{ to } Q R 3}$, White rejoins with 21 $\frac{R \text{ to } Q sq}{Kt \text{ to } Q R 3}$. Finally, if he move 20 $\frac{P \text{ to } Q B 4}{Kt \text{ to } Q R 3}$, we have 21 $\frac{R \text{ to } Q sq}{Kt \text{ to } Q B 3}$ and 22 $\frac{R \text{ to } Q 6}{Kt \text{ to } Q B 3}$, &c.

In the second place:—

12 P to K B sixth

This defence occurred in a *partie* between Fleissig and Anderssen.

13 P to K Kt third	13 P to Q B third
14 B to Q Kt third	14 B to K third

Black's 14th move is the one adopted by Anderssen, but 14 $\frac{Kt \text{ to } Kt 3}{Kt \text{ to } Kt 3}$ strikes us as being more efficient.

15 Q to Q sixth	15 Kt to Q second
16 B to K B fourth	

and White's position is slightly superior.

In the third place:—

12 Kt to K Kt third

This move was adopted by Mr. Zukertort while defending himself against his own attack against four amateurs in consultation, and certainly appears to be more efficient than either 12 $\frac{Q \text{ takes } P}{Q \text{ takes } P}$ or 12 $\frac{P \text{ to } B 6}{P \text{ to } B 6}$ just examined.

The game referred to was continued—

- | | |
|--------------------|--------------------|
| 13 Q to Q fourth | 13 Kt to Q B third |
| 14 B takes Kt ch | 14 P takes B |
| 15 Kt to K second | 15 P to K B sixth |
| 16 { P takes P | |
| { Kt to K Kt third | |

and the game is about even.

GAME IV.

WHITE.

- 1 P to K fourth
- 2 P to K B fourth
- 3 B to Q B fourth
- 4 B takes Q P

BLACK.

- 1 P to K fourth
- 2 P takes P
- 3 P to Q fourth

If 4 $\frac{P \text{ takes } P}{Kt \text{ to } K B 3}$ 5 $\frac{Kt \text{ to } Q B 3}{B \text{ to } Q 3}$ with a good game. In reply to 4 $\frac{P \text{ takes } P}{B \text{ to } Q 3}$, Black may also check at King's Rook's fifth, and then play 5 $\overline{B \text{ to } Q 3}$, which, we believe, is his best course of action.

4 Kt to K B third

This is inferior to 4 $\overline{Q \text{ to } R 5 \text{ ch}}$ just examined.

White has now the choice of three lines of play, viz.—

5 $\frac{(1)}{Q \text{ to } K 2}$ 5 $\frac{(2)}{Kt \text{ to } Q B 3}$ and 5 $\frac{(3)}{Kt \text{ to } K B 3}$

In the first place :—

5 Q to K second

This move has the sanction of the *Handbuch* (4th edition), but the authors of *Theorie und Praxis*, in our opinion very justly, prefer 5 $\frac{Kt \text{ to } Q B 3}{B \text{ to } Q 3}$. If White play instead 5 $\frac{Q \text{ to } K B 3}{B \text{ to } Q 3}$, Black's best reply is 5 $\overline{B \text{ to } Q 3}$.

5 Kt takes B best

At this point the authors of *Theorie und Praxis* dismiss the variation with the remark that Black has the better game.

6 P takes Kt dis ch	6 B to K second
7 Q to K B third best	7 B to R fifth ch
8 P to K Kt third	8 P takes P

In the English *Handbook* the ingenious move of 8 $\overline{\text{Castles}}$, is suggested for Black, but with proper play the result ought, we believe, to be in favour of the first player. The following appears to be the proper continuation :—

8 $\overline{\text{Castles}}$ 9 $\frac{\text{Kt to K 2}}{\text{R to K sq}}$ 10 $\frac{\text{Kt to Q B 3}}{\text{B to K B 3}}$ 11 $\frac{\text{Kt to K 4}}{\text{B to K B 3}}$, and we prefer White's game. In the foregoing variation it is clear that White could not capture the Bishop either on the 9th or 10th move.

9 P takes P	9 B to K Kt fourth
10 Kt to Q B third	

and the game, according to the *Handbuch*, is about even.

In the second place :—

5 Kt to Q B third

According to the authors of *Theorie und Praxis*, this is White's best move.

5 B to Q Kt fifth

Most of the authorities give this as Black's best move. It is inferior, however, to 5 $\overline{\text{B to Q 3}}$, e.g.—

5 $\overline{\text{B to Q 3}}$ 6 $\frac{\text{P to Q 4}}{\text{Castles}}$ 7 $\frac{\text{K Kt to K 2}}{\text{P to B 6}}$ 8 $\frac{\text{P takes P}}{\text{Kt to K R 4}}$, &c.

6 Kt to K B third

White may also play 6 $\frac{\text{Q to K B 3}}{\text{Q to K 2}}$, which we find continued in the *Handbuch* 6 $\frac{\text{Q to K 2}}{\text{P to Q B 3}}$ 7 $\frac{\text{K Kt to K 2}}{\text{P to Q B 3}}$ 8 $\frac{\text{B to Q Kt 3}}{\text{B to K Kt 5}}$ and ultimately dismisses the game as equal. In lieu of 8 $\overline{\text{B to K Kt 5}}$ Mr. Lowenthal (*Morphy's Games* p 227) gives 8 $\overline{\text{P to K Kt 4}}$, and considers the position is in Black's favour. We are inclined to think, however, that the second player might reply still more advantageously to 6 $\frac{\text{Q to K B 3}}{\text{B takes Kt}}$ with 6 $\frac{\text{Q Kt P takes B}}{\text{Castles}}$ 7 $\frac{\text{Kt to K 2}}{\text{R to K sq}}$, &c.

If instead of either 6 $\overline{\text{Kt to Q B 3}}$ or 6 $\overline{\text{Q to K B 3}}$ White play 6 $\overline{\text{K Kt to K 2}}$, Black's best rejoinder seems to be 6 $\overline{\text{P to Q B 3}}$ followed by 7 $\overline{\text{B to K Kt 5}}$.

6 B takes Kt

The best move. If 6 $\overline{\text{P to Q B 3}}$ 7 $\overline{\text{B to Q Kt 3}}$ 8 $\overline{\text{Kt P takes B}}$ 9 $\overline{\text{B to Q B 3}}$ with a good game.

7 Q P takes B

If 7 $\overline{\text{Kt P takes B}}$ 8 $\overline{\text{P takes Kt}}$ &c.

8 B to Q B fourth

9 K takes Q

10 Q B takes P

11 R to K sq

7 P to Q B third

8 Q takes Q ch

9 Castles best

10 Kt takes P

And the game is about even.

In the third place:—

5 Kt to K B third

6 P takes Kt

5 Kt takes B

6 Q takes P

If instead of 6 $\overline{\text{Q takes P}}$ Black play 6 $\overline{\text{B to Q 3}}$, then follows 7 $\overline{\text{Castles}}$ 8 $\overline{\text{P to Q 4}}$ 9 $\overline{\text{Kt to Q B 3}}$ and White's position is preferable.

7 Kt to Q B third

8 P to Q fourth

9 Q to K second ch

10 Castles

11 Q to Q Kt fifth

12 Q to Q fifth

7 Q to K R fourth

8 B to Q third

9 K to Q sq

10 P to K Kt fourth

11 P to K B fourth

12 Kt to Q B third

and Black has the better game. The above formed the opening moves of a consultation game in which Messrs. Morphy and Lowenthal took part.

GAME V.

WHITE.

- 1 P to K fourth
 2 P to K B fourth
 3 B to Q B fourth

BLACK.

- 1 P to K fourth
 2 B takes P
 3 P to K B fourth

Black's third move constitutes the "Old Classical Defence," which of late years has undergone a revival, and, in the opinion of many of the best players of the day, including the authors of *Theorie und Praxis*, is the best mode of opposing the Bishop's Gambit.

In reply to the Counter Gambit, White has six lines of play at his disposal, *e.g.*—

- 4 B takes Kt
 4 P to K 5
 4 Q to R 5 ch
 4 Kt to K R 3
 4 Kt to Q B 3
 4 Q to K 2

In the first place :—

- 4 B takes Kt 4 Q to R fifth ch
 5 K to B sq 5 R takes B

And Black is considered to have the advantage.

In the second place :—

- 4 P to K fifth 4 Q to R fifth ch

The *Handbuch* gives also 4 $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$ 5 $\frac{P \text{ takes } P \text{ en pas}}{K B \text{ takes } P}$ 6 $\frac{Kt \text{ to } K B 3}{Q \text{ to } K B 3}$
 7 Castles $\frac{Kt \text{ to } Q B 3}{Kt \text{ to } Q B 3}$ 8 $\frac{P \text{ to } Q 4}{P \text{ to } K Kt 4}$ 9 $\frac{R \text{ to } K sq \text{ ch}}{K Kt \text{ to } K 2}$ 10 $\frac{Kt \text{ to } Q B 3}{B \text{ to } Q 2}$, and Black has the advantage.

- 5 K to B sq 5 P to K B sixth
 6 B takes Kt 6 P takes P ch

And Black has the better game.

In the third place:—

- 4 Q to R fifth ch
5 Q to K second
6 Q takes P ch
7 Kt to Q B third

The correct move, but White may also play 7 Q to Q5 and 7 B takes Kt, which we will briefly dispose of.

- Firstly*—7 Q to Q 5 8 Q to K 5 9 Q to Kt 7 10 P to Kt 3 *best*
Kt to K R 3 R to B sq B to R 5 ch P takes P
11 P takes P 12 K to Q sq 13 R takes P and Black has a fine game.
B takes P ch Kt to Kt 5 Q to K B 3

Secondly—7 B takes Kt R takes B 8 Kt to Q B 3 best P to Q B 3 9 Q takes B P P to Q 4 10 Kt to K B 3 R to B sq and again Black has the advantage.

- | | |
|--------------------|-------------------|
| 8 Q takes B P | 7 Kt to K B third |
| 9 Kt to K B third | 8 P to Q B third |
| 10 B to Q Kt third | 9 P to Q fourth |
| | 10 Castles |

and Black has a manifest superiority.

In the fourth place :—

4 Kt to K R third

This move was originally suggested by Max Lange, in the *Schachzeitung*, but it is of very questionable merit. The *Handbuch* gives the following continuation :—

- 5 Kt to B second 4 Q to R fifth ch
6 B takes Kt 5 P takes P

If 6 $\frac{\text{Castles}}{\text{B to Q B 4}}$ 7 $\frac{\text{P to Q 4}}{\text{P takes P en pass}}$ 8 Q takes P Kt to K B 3, with the better opening.

- 6 R takes B
7 Kt to Q B third

If $7 \frac{Q \text{ to } K^2}{}$, then follows— $7 \frac{P \text{ to } Q^4}{}$ $8 \frac{P \text{ to } Q^4}{Kt \text{ to } Q^3}$ $9 \frac{P \text{ takes } P}{Kt \text{ to } Q^5}$
 $10 \frac{Q \text{ takes } P \text{ ch}}{Q \text{ to } K^2}$ $11 \frac{Q \text{ takes } Q \text{ ch}}{B \text{ takes } Q}$ $12 \frac{K \text{ to } Q^{sq}}{B \text{ to } R^5}$, and Black has a winning position.

- | | |
|-------------------|------------------|
| 8 Kt takes P | 7 P to Q B third |
| 9 Kt to Q B third | 8 P to Q fourth |
| 10 P to Q fourth | 9 B to K third |
| | 10 B to Q third |

and Black maintains the Gambit Pawn, with a strong game.

In the fifth place :—

4 Kt to Q B third

According to Jaenisch, this is White's best reply to 3 $\overline{P \text{ to } K B 4}$, but the *Handbuch* and the authors of *Theorie und Praxis* prefer 4 $\overline{Q \text{ to } K 2}$.

4 Q to R fifth ch

The *coup juste*. If he play 4 $\overline{Kt \text{ to } K B 3}$, White plays 5 $\overline{P \text{ to } K 5}$ and comes off with at least an even game.

- | | |
|-----------------|------------------|
| 5 K to B sq | 5 P takes P |
| 6 Kt takes P | 6 P to Q B third |
| 7 Q to K second | |

If 7 $\overline{Kt \text{ to } K B 3}$ 8 $\overline{K \text{ to } B 2}$ 9 $\overline{Kt \text{ takes } Kt \text{ ch}}$ 10 $\overline{R \text{ to } K sq \text{ ch}}$ 11 $\overline{P \text{ to } Q 4}$
 12 $\overline{B \text{ to } Q 3}$, &c.

7 K to Q sq

8 B takes Kt

8 R takes B

If 8 $\overline{Kt \text{ to } K B 3}$ 9 $\overline{Q Kt \text{ to } Kt 5}$, &c.

- | | |
|-----------------------|---------------------|
| 9 Kt to K B third | 9 Q to K second |
| 10 P to Q fourth | 10 P to Q fourth |
| 11 Q Kt to Kt fifth | 11 P to K R third |
| 12 Q takes Q ch | 12 B takes Q |
| 13 Kt to B seventh ch | 13 K to K sq |
| 14 Kt to K fifth | 14 P to K Kt fourth |

And Black has the better game.

In the sixth place :—

4 Q to K second

The German writers are unanimous in pronouncing this to be White's best move. In analagous positions it is usual, preparatory

to moving the Queen to King's second, to check at Rook's fifth, with the object of weakening the adverse Pawns on the King's side ; but, as we have seen from a previous variation, this line of play is here not advisable.

4 Q to R fifth ch

This check is stronger than 4 $\frac{P \text{ takes } P}{P \text{ takes } P}$. In the latter case the following is probable :—

4 $\frac{P \text{ takes } P}{P \text{ takes } P}$ 5 $\frac{Q \text{ to R 5 ch}}{P \text{ to K Kt 3}}$ 6 $\frac{Q \text{ to K 5 ch}}{Q \text{ to K 2}}$ 7 $\frac{Q \text{ takes R}}{Kt \text{ to K B 3}}$ 8 $\frac{P \text{ to Q B 3 best}}{P \text{ to Q B 3}}$,

and White is now enabled to bring out his Queen's Bishop to Queen's Knight's second or Rook's third, according to Black's play, and extricate the Queen from her confined position. In a couple of games contested respectively between Messrs. Rosenthal and De Riviere, and Mayet and Der Lasa, White played 8 $\frac{Kt \text{ to Q B 3}}{Kt \text{ to Q B 3}}$, to which Black rejoined with 8 $\frac{P \text{ to Q B 3}}{P \text{ to Q B 3}}$, and subsequently won the adverse Queen. (*Chess World*, Vol. IV. p 169, and *Theorie und Praxis*, p 274.)

5 K to Q sq

5 P takes K P

6 Q takes P ch

This capture is recommended by nearly all the authorities, but we believe White might play, with at least equal advantage, 6 $\frac{Kt \text{ to Q B 3}}{Kt \text{ to Q B 3}}$, which we will touch upon anon. See Variation A.

6 B to K second best

7 P to Q fourth

White may also play 7 $\frac{Kt \text{ to Q B 3}}{Kt \text{ to Q B 3}}$, or 7 $\frac{Kt \text{ to K B 3}}{Kt \text{ to K B 3}}$, but in each case he will be left with an inferior position. (See an analysis of the variation by the writer, *Chess World*, Vol. IV. p 302.) He may, however, apparently equalise the game by 7 $\frac{B \text{ takes Kt}}{B \text{ takes Kt}}$, e.g.—

7 $\frac{B \text{ takes Kt}}{B \text{ takes B}}$ 8 $\frac{Kt \text{ to K B 3}}{Q \text{ to K B 3}}$ 9 $\frac{Kt \text{ to Q B 3}}{P \text{ to Q B 3}}$ 10 $\frac{P \text{ to Q 4}}{P \text{ to Q 4}}$ 11 $\frac{Q \text{ takes B P}}{Q \text{ takes Q}}$
12 $\frac{B \text{ takes Q}}{B \text{ to K Kt 5}}$, and the game is about even.

7 Kt to K B third

8 Q takes B P

8 Q takes Q

9 B takes Q

9 P to Q fourth

10 B to Q Kt third

10 B to K Kt fifth ch

11 Kt to K second

11 Kt to Q B third

12 P to Q B third

12 Castles Q R

And the game may be considered even.

The above moves occurred in a game by correspondence between the Clubs of Stuttgart and Carlsruhe, and are given by the *Handbuch* as the best for both sides. As before remarked, however, we believe that White would do better to play 6 Kt to Q B 3, instead of capturing the King's Pawn. For the sake of clearness we repeat the opening moves.

(A)

1 P to K fourth

1 P to K fourth

2 P to K B fourth

2 P takes P

3 B to Q B fourth

3 P to K B fourth

4 Q to K second

4 Q to R fifth ch

5 K to Q sq

5 P takes P

6 Kt to Q B third

6 K to Q sq best

7 Kt takes P

7 P to Q B third

8 B takes Kt

8 R takes B

9 Kt to K B third

9 Q to K second

10 R to K sq

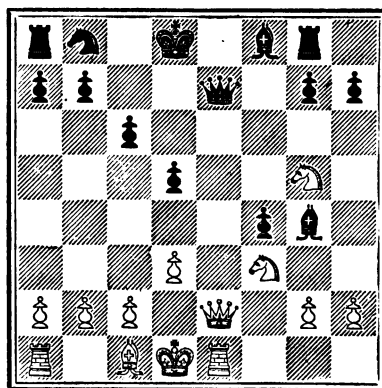
10 P to Q fourth

11 Q Kt to K Kt fifth

11 B to K Kt fifth

12 P to Q third (B)

BLACK.



WHITE.

Position after White's twelfth move.

Regaining the Gambit Pawn, with at least an equal position ;
for if :—

	11 B takes Kt
12 Kt takes B	12 Q takes Q ch
13 R takes Q	13 B to Q third
14 Kt to Kt fifth, &c.	

(B)

12 P to Q fourth	12 P to Q B fourth
13 P takes P	13 Kt to Q B third
14 B takes P	14 Q takes Q ch
15 R takes Q	15 B takes P
16 K to Q second	16 K to Q second

The above occurred in a game by correspondence between Minckwitz and Schalopp. The former now played 17 Q R to K sq, and ultimately lost the game. He might, however, have equalised the position at once by

17 Kt to K fifth ch	17 Kt takes Kt
18 R takes Kt	18 P to K R third best
&c., &c.	

GAME VI.

WHITE.

1 P to K fourth
2 P to K B fourth
3 B to Q B fourth

BLACK.

1 P to K fourth
2 P takes P
3 Kt to K B third

This defence is touched upon by Lopez and Cozio, but never received much attention from modern analysts until its re-introduction a few years ago by Mr. Morphy, who considered it to be Black's best line of play.

White, in reply, has several modes of play at his command, the most important of which are :—

(1) 4 P to K 5 (2) 4 P to Q 3 (3) 4 Kt to Q B 3
and 4 Kt to Q B 3

If he play, instead, 4 $\frac{Q \text{ to } K 2}{}$, then follows 4 $\frac{B \text{ to } Q B 4}{}$ 5 $\frac{Kt \text{ to } K B 3}{Kt \text{ to } Q B 3}$
 6 $\frac{P \text{ to } Q B 3}{\text{Castles}}$ 7 $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$, &c.

And if 4 $\frac{Q \text{ to } K B 3}{Kt \text{ to } Q B 3}$ 5 $\frac{Q \text{ takes } P}{B \text{ to } Q 3}$ 6 $\frac{Q \text{ to } K R 4}{Kt \text{ to } Q 5}$ 7 $\frac{B \text{ to } Kt 3}{P \text{ to } K Kt 4}$ 8 $\frac{Q \text{ takes } P}{R \text{ to } K Kt sq}$,
 &c.

We will now proceed to consider the consequences of the three leading moves above indicated.

In the first place :—

4 P to K fifth	4 P to Q fourth best
5 B to Q Kt third	5 Kt to K fifth
6 Kt to K B third	6 B to K Kt fifth
7 Castles	

If 7 $\frac{P \text{ to } Q 3}{}$ as recommended by Max Lange, the following is probable 7 $\frac{B \text{ takes } Kt}{}$ 8 $\frac{Q \text{ takes } B}{Q \text{ to } R 5 \text{ ch}}$ 9 $\frac{P \text{ to } Kt 3}{P \text{ takes } P}$ 10 $\frac{K \text{ to } K 2}{Kt \text{ to } B 7}$ 11 $\frac{B \text{ takes } Q P}{Kt \text{ takes } R}$
 12 $\frac{Q \text{ takes } P \text{ ch}}{K \text{ to } Q sq}$ 13 $\frac{B \text{ takes } Q Kt P}{Q \text{ takes } R P \text{ ch}}$, with a greatly superior game.

7 Kt to Q B third

8 B to Q R fourth

If 8 $\frac{P \text{ to } Q 4}{}$ 8 $\frac{Kt \text{ takes } Q P}{}$, &c.

8 P to K Kt fourth	
9 B takes Kt ch	9 P takes B
10 P to Q fourth	10 P to Q B fourth
11 P to Q B third	11 B to K second

And Black has the better game. The above occurred between Anderssen and Morphy.

In the second place :—

4 P to Q third	4 P to Q fourth best
5 P takes P	5 Kt takes P
6 Q to K second ch	6 B to K third
7 B takes Kt	7 Q takes B
8 B takes P	8 B to Q B fourth
9 Kt to K B third best	

If 9 $\frac{B \text{ takes } Q \text{ B P}}{B \text{ takes } Kt}$ 10 $\frac{B \text{ takes } Q \text{ Kt best}}{B \text{ to } Q 5}$, with a superior game.

9 P to Q B third

10 Kt to Q B third

And the *Handbuch* dismisses the opening as an even game.

In the third place:—

4 Kt to Q B third

This is undoubtedly White's strongest rejoinder to 3 $\frac{Kt \text{ to } K B 3}{}$.

4 Kt to Q B third

The correct reply. The *Handbuch* only notices 4 $\frac{B \text{ to } Q Kt 5}{}$ 4 $\frac{P \text{ to } Q 4}{}$ and 4 $\frac{P \text{ to } Q B 3}{}$, and in each case carries out the variation in favour of the opening player, e.g.—

Firstly—4 $\frac{B \text{ to } Q Kt 5}{}$ 5 $\frac{P \text{ to } K 5 \text{ best}}{P \text{ to } Q 4}$ 6 $\frac{B \text{ to } Q Kt 5 \text{ ch}}{P \text{ to } Q B 3}$ 7 $\frac{P \text{ takes } Kt}{P \text{ takes } B}$
 8 $\frac{Q \text{ to } K 2 \text{ ch}}{B \text{ to } K 3}$ 9 $\frac{Q \text{ takes } Kt P \text{ ch}}{Kt \text{ to } Q B 3}$ 10 $\frac{Kt \text{ to } K B 3}{Q \text{ takes } P}$ 11 $\frac{Q \text{ takes } Kt P}{R \text{ to } Q B \text{ sq}}$ 12 $\frac{Kt \text{ takes } Q P}{Q \text{ to } K B 4}$
 13 $\frac{Kt \text{ to } B 7 \text{ ch}}{R \text{ takes } Kt}$ 14 $\frac{Q \text{ takes } R}{Q \text{ to } K 5 \text{ ch}}$ 15 $\frac{K \text{ to } Q \text{ sq}}{\text{Castles}}$ 16 $\frac{P \text{ to } Q 3}{Q \text{ to } K Kt 3}$, and Black, according to the *Handbuch*, has the better opening. The above formed the opening moves of a game between Kolisch and Paulsen.

Secondly—4 $\frac{P \text{ to } Q 4}{}$ 5 $\frac{Kt \text{ takes } Q P}{B \text{ to } Q 3}$ 6 $\frac{Kt \text{ takes } Kt \text{ ch}}{Q \text{ takes } Kt}$ 7 $\frac{P \text{ to } Q 4}{Q \text{ to } R 5 \text{ ch}}$
 8 $\frac{K \text{ to } B \text{ sq}}{}$, with the better development.

Thirdly—4 $\frac{P \text{ to } Q B 3}{}$ 5 $\frac{Q \text{ to } K B 3 \text{ best}}{P \text{ to } Q 4}$ 6 $\frac{P \text{ takes } P}{B \text{ to } Q 3}$ 7 $\frac{P \text{ to } Q 3}{B \text{ to } K Kt 5}$
 8 $\frac{Q \text{ to } B 2}{\text{Castles}}$ 9 $\frac{Q B \text{ takes } P}{}$, &c.

To resume the original variation—

5 Kt to K B third

5 B to Q Kt fifth

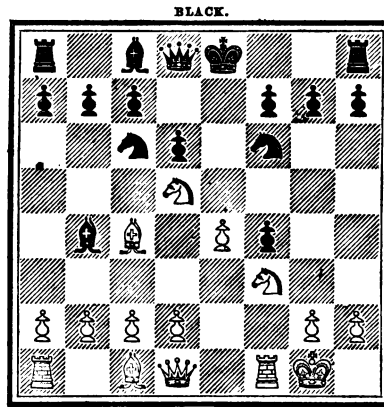
6 Castles

6 P to Q third

7 Kt to Q fifth

7 Castles

and the game may be considered even.



Position after White's seventh move.

In a *partie* between Paulsen and Dubois, the latter, instead of Castling at the 7th move, played 7 $\overline{\text{Kt takes Kt}}$, with the continuation—8 $\frac{\text{P takes Kt}}{\text{Kt to K 4}}$ 9 $\frac{\text{Kt takes Kt}}{\text{P takes Kt}}$ 10 $\frac{\text{P to Q 4}}{\text{Q to K 2}}$ 11 $\frac{\text{P to Q B 3}}{\text{B to Q 3}}$ 12 $\frac{\text{P takes P}}{\text{B takes P}}$ 13 $\frac{\text{Q B takes P}}{\text{B takes B}}$ 14 $\frac{\text{R takes B}}{\text{Castles}}$, &c.

It is worthy of remark that, instead of 7 $\overline{\text{Castles}}$, Black cannot safely essay to maintain the Gambit Pawn by 7 $\overline{\text{Kt to K R 4}}$. The following pretty variation occurred between Messrs. Wayte and Ranken—7 $\frac{\text{Kt to K R 4}}{\text{Kt to K R 4}}$ 8 $\frac{\text{P to Q 4}}{\text{P to K Kt 4}}$ 9 $\frac{\text{P to Q B 3}}{\text{B to Q R 4}}$ 10 $\frac{\text{Kt takes K Kt P}}{\text{Q takes Kt}}$ 11 $\frac{\text{Q takes Kt}}{\text{Q to K Kt 2}}$ 12 $\frac{\text{B takes P}}{\text{R to K Kt sq}}$ 13 $\overline{\text{B to K Kt 3}}$, and wins.

GAME VII.

WHITE.

BLACK.

1 P to K fourth

1 P to K fourth

2 P to K B fourth

2 P takes P

3 B to Q B fourth

3 P to Q Kt fourth

This was a favourite defence with the late M. Kieseritzsky. Properly met, however, it leaves the second player with an inferior position.

4 B takes Q Kt P

The best reply; 4 $\overline{\text{B takes B P ch}}$ and 4 $\overline{\text{B to Q Kt 3}}$ are both inferior, e.g.—

- 4 $\frac{B \text{ takes } P \text{ ch}}{K \text{ takes } B}$ 5 $\frac{Q \text{ to } R 5 \text{ ch}}{P \text{ to } K Kt 3}$ 6 $\frac{Q \text{ to } Q 5 \text{ ch}}{K \text{ to } Kt 2}$ 7 $\frac{Q \text{ takes } R}{Kt \text{ to } Q B 3}$ 8 $\frac{Kt \text{ to } K B 3}{B \text{ to } Q B 4}$
- 9 $\frac{P \text{ to } Q 3}{Kt \text{ to } K B 3}$, and Black has the superiority.
 Again—4 $\frac{B \text{ to } Q Kt 3}{P \text{ to } Q R 4}$ 5 $\frac{P \text{ to } Q R 4}{Q \text{ to } R 5 \text{ ch}}$ 6 $\frac{K \text{ to } B sq}{P \text{ to } Kt 5}$ 7 $\frac{Kt \text{ to } K B 3}{B \text{ to } K 3 \text{ ch}}$
- 8 $\frac{P \text{ to } Q 3}{Q \text{ to } K B 3}$, with the better game.

4 P to Q B third

Black may also defend himself by 4 $\frac{Q \text{ to } R 5 \text{ ch}}{B \text{ to } Q Kt 2}$ or 5 $\frac{P \text{ to } K Kt 4}{P \text{ to } K Kt 4}$, but the result will be in favour of the first player.

- | | |
|----------------------|-------------------|
| 5 B to Q B fourth | 5 P to Q fourth |
| 6 P takes P | 6 Q to R fifth ch |
| 7 K to B sq | 7 P to B sixth |
| 8 P to Q fourth best | |

- If 8 $\frac{P \text{ to } Q 3}{P \text{ takes } P \text{ ch}}$ 9 $\frac{K \text{ takes } P}{B \text{ to } K Kt 5}$ 10 $\frac{Q \text{ to } B sq}{B \text{ to } Q B 4}$ 11 $\frac{B \text{ to } K B 4}{Kt \text{ to } K B 3}$
- 12 $\frac{B \text{ to } K Kt 3}{Q \text{ to } R 4}$ 13 $\frac{Q \text{ to } K sq \text{ ch}}{K \text{ to } Q sq}$, and the game is slightly in White's favour.

- | |
|----------------|
| 8 P takes P ch |
| 9 K takes P |
| 9 B to Q third |

Now that the adverse Pawn has been advanced to Queen's fourth, 9 $\frac{B \text{ to } K Kt 5}{B \text{ to } K Kt 5}$ is unavailing, as White replies with 10 $\frac{Q \text{ to } K B sq}{Q \text{ to } K B sq}$, as in the previous variation, and Black's attack is at an end.

10 Kt to Q B third

His best move. If he play 10 $\frac{Kt \text{ to } K B 3}{Kt \text{ to } K B 3}$, Black speedily obtains the advantage, e.g.—

- 10 $\frac{Kt \text{ to } K B 3}{B \text{ to } R 6 \text{ ch}}$ 11 $\frac{K \text{ to } Kt sq}{Q \text{ to } Kt 5 \text{ ch}}$ 12 $\frac{K \text{ to } B 3}{Q \text{ to } Kt 7 \text{ ch}}$ 13 $\frac{K \text{ to } K 3}{Kt \text{ to } K B 3}$ 14 $\frac{K \text{ to } Q 3}{B \text{ to } K B 4 \text{ ch}}$
- 15 $\frac{K \text{ to } B 3}{P \text{ takes } P}$, with a marked superiority.

- | |
|---------------------|
| 10 Kt to K B third |
| 11 Q to K second ch |
| 11 K to Q sq |
| 12 Q to B second |

and White has the better game.

CHAPTER XIX.

THE GAMBIT DECLINED.

1 $\frac{P \text{ to } K 4}{P \text{ to } \bar{K} 4}$ 2 $\frac{P \text{ to } \bar{K} B 4}{B \text{ to } Q B 4}$ GAME I.
2 $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$ GAME II.

We shall now proceed to consider the consequences of the second player declining the Gambit by 2 $\overline{B \text{ to } Q B 4}$ or 2 $\overline{P \text{ to } Q 4}$. He may also play 2 $\overline{P \text{ to } Q 3}$ 2 $\overline{Kt \text{ to } Q B 3}$, and 2 $\overline{Kt \text{ to } K B 3}$, the last-named of which was recommended by Jaenisch, but none of these moves call for more than a passing notice.

GAME I.

WHITE.

1 P to K fourth
2 P to K B fourth

BLACK.

1 P to K fourth
2 B to Q B fourth

This is the most usual mode of refusing the Gambit, but it is scarcely so efficient as $2 \overline{\text{P to Q 4}}$, for which see Game II. Black may also play $2 \overline{\text{P to Q 3}}$, or $2 \overline{\text{Kt to Q B 3}}$, but as both these defences involve him, at the outset, with a slightly inferior position, they may be dismissed without further examination. The consequence of $2 \overline{\text{Kt to K B 3}}$, which was at one time advocated by Jaenisch, as the best method of declining the Gambit, may be briefly traced.

2 $\frac{P \text{ takes } P}{Kt \text{ to } K B 3}$ 3 $\frac{P \text{ takes } P}{Kt \text{ takes } P}$ 4 $\frac{Kt \text{ to } K B 3}{P \text{ to } Q 4}$ 5 $\frac{P \text{ to } Q 3}{Kt \text{ to } Q B 4}$ 6 $\frac{P \text{ to } Q 4}{Kt \text{ to } K 5}$ 7 $\frac{P \text{ to } Q B 4}{P \text{ to } Q B 3}$
8 $\frac{Q \text{ to } Q Kt 3}{}$, and White has the better opening.

3 K_t to K_B third

3 P to Q third

White may now play either 4 $\underline{\text{P to Q B 3}}$ or 4 $\underline{\text{B to Q B 4}}$, which we will examine in turn. He may also try, but with less advantage, 4 $\underline{\text{P to Q Kt 4}}$, in reply to which, Black's best course is, apparently, to retire the Bishop to Queen's Knight third, although the Pawn may be captured with safety.

In the first place :—

4 P to Q B third

4 B to K Kt fifth

If 4 $\frac{\text{Kt to Q B 3}}{\text{Kt to Q B 3}}$ 5 $\frac{\text{B to Q Kt 5 best}}{\text{B to Q Kt 5 best}}$, and if 4 $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$ 5 $\frac{\text{P to Q 4}}{\text{P takes P}}$
6 $\frac{\text{P takes P}}{\text{P takes P}}$, &c.

5 B to K second

Probably the best move. If 5 $\frac{\text{B to Q B 4}}{\text{B takes Kt}}$ 6 $\frac{\text{Q takes B}}{\text{Kt to K B 3}}$, &c.

White may also play 5 $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ at this point, e.g.—5 $\frac{\text{P to Q 4}}{\text{P takes P}}$
6 $\frac{\text{P takes P}}{\text{B takes Kt}}$ 7 $\frac{\text{P takes B}}{\text{Q to R 5 ch}}$ 8 $\frac{\text{K to K 2}}{\text{B to Kt 3}}$ 9 $\frac{\text{B to K 3}}{\text{B to K 3}}$ or 9 $\frac{\text{R to K Kt sq}}{\text{R to K Kt sq}}$, and
White has a fine array of centre Pawns; but this advantage is
not a sufficient equivalent for the exposed position of his King.

5 B takes Kt

6 B takes B

6 Kt to Q B third

If 6 $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$ 7 $\frac{\text{P to Q 4}}{\text{P takes P}}$ 8 $\frac{\text{P takes P}}{\text{(If) B to Kt 5 ch}}$ 9 $\frac{\text{K to B sq}}{\text{K to B sq}}$, &c.

7 P to Q Kt fourth

7 B to Kt third

8 P to Q Kt fifth

8 Q Kt to K second

9 P to Q fourth

9 P takes Q P

Black may also take the King's Bishop's Pawn, as in the following fragment, between Messrs. Morphy and Lowenthal.

9 $\frac{\text{P takes B P}}{\text{P takes B P}}$ 10 $\frac{\text{Q B takes P}}{\text{Kt to Kt 3}}$ 11 $\frac{\text{B to K 3}}{\text{Kt to K B 3}}$ 12 $\frac{\text{Kt to Q 2}}{\text{Castles}}$ 13 $\frac{\text{Castles.}}{\text{Castles.}}$, &c.

10 P takes P

10 P to Q R third

11 P takes P

11 R takes P

12 B to K second

A game between Herr Suhle and another was continued—

12 $\frac{\text{Castles}}{\text{Kt to Q B 3}}$ 13 $\frac{\text{B to Q Kt 2}}{\text{K Kt to K 2}}$ 14 $\frac{\text{K to R sq}}{\text{Castles}}$ 15 $\frac{\text{B to K 2}}{\text{R to Q B sq}}$ 16 $\frac{\text{P to Q 5}}{\text{Kt to Q Kt sq}}$
17 $\frac{\text{B to Q 3}}{\text{B to Q 3}}$, &c.

12 R to Q R second

13 Castles

13 Kt to K B third

14 B to K B third

14 Kt to Q B third

15 B to Q Kt second

and White has the advantage.

In the second place :—

4 B to Q B fourth

4 Kt to K B third

Black may also play without danger—4 $\overline{\text{Kt to Q B 3}}$ e.g. 4 $\overline{\text{Kt to Q B 3}}$
 5 $\overline{\text{P to Q B 3}}$ 6 $\overline{\text{P to Q 3}}$ Castles, even game.

5 Kt to Q B third

The *Handbuch* gives—5 $\overline{\text{P to Q 3}}$ 6 $\overline{\text{P to Q B 3}}$ 7 $\overline{\text{Q to K 2}}$ 8 $\overline{\text{B to K 3}}$
 9 $\overline{\text{Q takes B}}$ 10 $\overline{\text{Q takes P}}$ 11 $\overline{\text{Q takes B}}$, and the game is dismissed as even.

5 Kt to Q B third

6 P to Q third

6 Castles

and the game is about equal. If instead of 6 $\overline{\text{Castles}}$, Black were to play 6 $\overline{\text{Kt to K Kt 5}}$ the first player would speedily obtain the advantage, e.g.—6 $\overline{\text{Kt to Kt 5}}$ 7 $\overline{\text{Q to K 2}}$ 8 $\overline{\text{K to B sq}}$ 9 $\overline{\text{P to K R 3}}$
 10 $\overline{\text{P to K B 5}}$, &c.

GAME II.

WHITE.

BLACK.

1 P to K fourth

1 P to K fourth

2 P to K B fourth

2 P to Q fourth

We agree with the author of *Theorie und Praxis* in considering this to be the best mode of declining the Gambit. The *Handbuch*, on the contrary, prefers 2 $\overline{\text{B to Q B 4}}$.

3 P takes Q P best

3 P to K fifth

In addition to 3 $\overline{\text{P to K 5}}$, which was first brought into prominent notice by Mr. Falkbeer, who published an analysis of the variation in the *Schachzeitung*, the *Handbuch* gives 3 $\overline{\text{P takes P}}$. The following is a probable continuation — 3 $\overline{\text{P takes P}}$ 4 $\overline{\text{Kt to K B 3}}$
 (4 $\overline{\text{Kt to Q B 3}}$ best) 5 $\overline{\text{Kt to K B 3}}$ 6 $\overline{\text{Kt to K 5}}$ 7 $\overline{\text{B to Q B 4}}$ 8 $\overline{\text{B to Q Kt 3}}$
 9 $\overline{\text{Kt to Q B 4}}$ 10 $\overline{\text{Q to K 2}}$, and the *Handbuch* pronounces the positions to be equal, but most players, we imagine, would take White's game for choice. The above variation also occurs in a form of the Gambit accepted, viz.—

1 $\overline{\text{P to K 4}}$ 2 $\overline{\text{P to K B 4}}$ 3 $\overline{\text{Kt to K B 3}}$ 4 $\overline{\text{P takes Q P}}$, &c.

4 B to Q Kt fifth ch

White's fourth move has the sanction of most of the authorities, but he has several other lines of play at his command, the most important of which we will briefly examine.

(1) 4 $\frac{P \text{ to } Q3}{Q \text{ takes } P}$ 5 $\frac{Kt \text{ to } QB3}{B \text{ to } QKt5}$ 6 $\frac{B \text{ to } Q2}{(if \ 6 \ \frac{Q \text{ to } Q2}{Q \text{ to } K3} \ 7 \ \frac{P \text{ takes } P}{B \text{ takes } Kt})}$
 &c.) 6 $\frac{B \text{ takes } Kt}{B \text{ takes } Kt}$ 7 $\frac{B \text{ takes } B}{P \text{ to } KB3}$ 8 $\frac{P \text{ takes } P}{Q \text{ takes } P \text{ ch}}$ 9 $\frac{Q \text{ to } K2}{Q \text{ to } K2}$. Even game.

(2) 4 $\frac{P \text{ to } QB4}{P \text{ to } QB3}$ 5 $\frac{P \text{ to } Q4}{P \text{ takes } P}$ 6 $\frac{Kt \text{ to } QB3}{\&c.}$

(3) 4 $\frac{Kt \text{ to } QB3}{Kt \text{ to } KB3}$ 5 $\frac{P \text{ to } Q3}{B \text{ to } QKt5}$ 6 $\frac{B \text{ to } Q2}{P \text{ to } K6}$ 7 $\frac{B \text{ takes } KP}{Castles}$, and Black has the better opening.

4 P to Q B third

If 4 $\frac{B \text{ to } Q2}{B \text{ to } Q2}$ 5 $\frac{Q \text{ to } K2}{Q \text{ to } K2}$, &c.

5 P takes P

5 P takes P

If 5 $\frac{Kt \text{ takes } P}{Kt \text{ takes } P}$ 6 $\frac{B \text{ takes } Kt \text{ ch}}{P \text{ takes } B}$ 7 $\frac{P \text{ to } Q4}{B \text{ to } QR3}$ 8 $\frac{Kt \text{ to } K2}{Kt \text{ to } KB3}$ 9 $\frac{Kt \text{ to } QB3}{Kt \text{ to } QB3}$
 and White has a Pawn more.

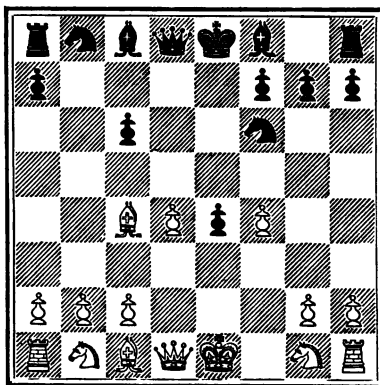
6 B to Q B fourth

6 Kt to K B third best

7 P to Q fourth

Black's 7th move is a moot point with the authorities. Mr. Falkbeer, in his analysis of the variation, gives 7 $\frac{Q \text{ to } QKt3}{Q \text{ to } QKt3}$, while Mr. Staunton prefers 7 $\frac{Q \text{ Kt to } Q3}{Q \text{ Kt to } Q3}$. Mr. Zukertort (*Grosses Schach Handbuch*) suggests 7 $\frac{B \text{ to } Q3}{B \text{ to } Q3}$.

BLACK.



WHITE.

Position after White's seventh move.

In the first place :—

- | | |
|--------------------|-------------------|
| | 7 Q to Q Kt third |
| 8 Kt to Q B third | 8 B to Q Kt fifth |
| 9 K Kt to K second | 9 B to K Kt fifth |
| 10 Castles | |

With a somewhat better game.

In the second place :—

- | | |
|--------------------|---------------------|
| | 7 Q Kt to Q second |
| 8 K Kt to K second | 8 Kt to Q Kt third |
| 9 B to Q Kt third | 9 B to Q R third |
| 10 Q Kt to B third | 10 B to Q Kt fifth |
| 11 Castles | 11 B takes Q Kt |
| 12 P takes B | 12 K Kt to Q fourth |
| 13 R to K sq | 13 P to K B fourth |

Probably Black, as suggested in the *Praxis*, would do better to Castle at this point.

- 14 P to K Kt fourth

And the *Handbuch* and *Theorie und Praxis* dismiss the opening in favour of the first player.

In the third place :—

- | | |
|--------------------|-------------------|
| | 7 B to Q third |
| 8 Kt to K second | 8 Castles |
| 9 Castles | 9 B to K Kt fifth |
| 10 Q Kt to B third | |

and White has a Pawn more, and the better game.

CHAPTER XX.

THE QUEEN'S KNIGHT'S GAME.

- | | | | | |
|---|----------|---|-------------|-----------|
| 1 | P to K 4 | 2 | Kt to Q B 3 | GAME I. |
| | P to K 4 | | Kt to K B 3 | |
| | | 2 | Kt to Q B 3 | GAME II. |
| | | 2 | B to Q B 4 | GAME III. |

THE Queen's Knight's Game, or, as it is sometimes termed, the "Vienna or Hampe" Opening, is a modern form of *début*, having been first brought into vogue by the late Mr. Hampe, the celebrated Austrian player, with whom it was a special favourite. The Opening, which, from some cause or other, has received but scant treatment at the hands of the "authorities," is condemned by Jaenisch, on the ground that "it throws away all prospect of immediate attack;" but, judging from its frequent adoption during the last few years in important contests, it would seem that this opinion is not shared by the strongest players of the day.

GAME I.

WHITE.

- 1 P to K fourth
2 Kt to Q B third

BLACK.

- 1 P to K fourth

In reply to the *sortie* of the Queen's Knight, the second player has the choice of several moves, the most important of which are:—

- | | | | |
|---|---|-------------|-----------|
| 2 | { | Kt to K B 3 | GAME I. |
| | | Kt to Q B 3 | GAME II. |
| | | B to Q B 4 | GAME III. |

In addition to these he may also play 2 P to K B 4 and 2 B to Q Kt 5.

In the former case, White's best course is to take Pawn with Pawn, and defend the Gambit in the ordinary manner—reducing it to a sort of "Muzio," being, perhaps, the best line of play—with

the advantage of a move ahead. In reply to 2 $\overline{B \text{ to } Q \text{ Kt } 5}$, White can advantageously offer the Gambit by 3 $\overline{P \text{ to } K B 4}$. If he play instead 3 $\overline{Kt \text{ to } K B 3}$, Black rejoins with 3 $\overline{Kt \text{ to } Q B 3}$, and we arrive at a form of the Ruy Lopez, with the position of the players reversed.

2 Kt to K B third

This move is condemned—but, we think, without good cause—by the authors of *Theorie und Praxis*. In an analysis of the opening by Mr. Falkbeer, published in the *Berlin Schachzeitung* for 1857, 2 $\overline{Kt \text{ to } K B 3}$ is, on the contrary, given as Black's best reply.

3 P to K B fourth

If 3 $\overline{B \text{ to } Q B 4}$ $\overline{B \text{ to } Q B 4 \text{ best}}$ 4 $\overline{Kt \text{ to } K B 3}$, and we speedily arrive at the Giuoco Piano. In this variation it may be remarked that White could not advantageously play 4 $\overline{P \text{ to } K B 4}$, on account of 4 $\overline{B \text{ takes } Kt}$ 5 $\overline{R \text{ takes } Kt}$ 6 $\overline{B \text{ takes } B P \text{ ch}}$ 7 $\overline{Kt \text{ takes } Kt}$ 8 $\overline{R \text{ to } K sq}$, &c.

3 P to Q fourth

4 P to Q third

If White play 3 $\overline{P \text{ takes } Q P}$, Black rejoins with 4 $\overline{P \text{ to } K 5}$, and we have a well known variation of the Gambit Declined, somewhat favourable for the first player. On the other hand, if White move 4 $\overline{P \text{ takes } K P}$, the correct continuation seems to be 4 $\overline{Kt \text{ takes } K P}$

5 $\overline{Kt \text{ to } K B 3}$ 6 $\overline{B \text{ to } K 2}$ 7 $\overline{\text{Castles}}$ 8 $\overline{Kt \text{ to } Q B 3}$, and we prefer Black's game.

4 P takes K P

5 B P takes P

5 Kt to K Kt fifth

6 P to Q fourth

If 6 $\overline{Kt \text{ takes } P}$ 7 $\overline{P \text{ to } Q 4}$ 8 $\overline{Kt \text{ to } Kt 3}$, &c.

6 P to K sixth

7 Kt to K R third

If 7 $\overline{B \text{ to } Q B 4}$, Black's best rejoinder is, seemingly, 7 $\overline{Kt \text{ takes } K P}$.

7 B to Q Kt fifth

This appears to be more efficient than 7 $\overline{Kt \text{ to } Q B 3}$, as given in the *Praxis*. If Black play, instead, 7 $\overline{P \text{ to } K B 3}$, as recommended by Max Lange, White obtains a winning position by 8 $\overline{B \text{ to } Q B 4}$ 9 $\overline{\text{Castles}}$ 10 $\overline{B \text{ to } B 7 \text{ ch}}$, &c.

8 P to Q R third

Has White any better resource? He clearly cannot move the King's Bishop, on account of the check at K R fifth, and if he play 8 P to K Kt 3, Black rejoins with 8 Q to Q 4. If, in lieu of either of these moves, he play 8 Q to Q 3, then follows 8 Kt to Q B 3
 9 B takes P 10 Q takes Kt
Kt takes B Q takes Q P, &c.

8 B to Q R fourth

9 P to Q Kt fourth

9 B to Q Kt third

10 Kt to K second

10 Kt to Q B third

11 P to Q B third

11 Castles

With a fine game.

GAME II.

WHITE.

BLACK.

1 P to K fourth

1 P to K fourth

2 Kt to Q B third

2 Kt to Q B third

This is considered by the authors of *Theorie und Praxis* to be Black's best defence.

3 P to K B fourth

If White play either 3 B to Q Kt 5 or 3 B to Q B 4, the opening will be resolved, in the course of a few moves, into either a Ruy Lopez or a Giuoco Piano. In addition to any of these moves, White may play 3 Kt to K B 3, to which, we believe, Black's only good rejoinder is 3 P to K Kt 3, followed by 4 B to K Kt 2. The position is curious, and deserves attention.

3 P takes P

The best reply. If 3 B to Q B 4 4 Kt to K B 3 5 B to Q Kt 5; and if
 3 B to Q Kt 5 4 Kt to K B 3 5 Kt P takes B 6 P takes K P
B takes Kt Q to K 2 Q Kt takes K P, &c.

White has now two courses of action, viz.—

4 Kt to K B 3 and 4 P to Q 4

If, instead of either of these moves, he play 4 B to Q B 4, Black gains an immediate advantage by 4 Q to R 5 ch, and 5 B to Q B 4.

In the first place :—

4 Kt to K B third

4 P to K Kt fourth

5 B to Q B fourth

5 B to K Kt second

6 Castles

6 P to Q third

Black might also play 6 $\overline{P \text{ to Kt } 5}$, with the continuation 7 $\overline{P \text{ to Q } 3}$
 8 $\overline{Q \text{ takes P}}$ 9 $\overline{P \text{ takes B}}$ 10 $\overline{Q \text{ B takes P}}$, &c.
 $\overline{B \text{ takes Kt}}$ $\overline{Kt \text{ to K B } 3}$ $\overline{P \text{ to Q } 3}$

7 P to Q fourth

7 P to K R third best

8 P to K Kt third

8 P to Kt fifth best

And the game is reduced to a form of the King's Knight's Gambit, favourable to the first player.

In the second place :—

4 P to Q fourth

White's fourth move is the invention of Mr. Steinitz, who considers it can be adopted, not only with safety, but advantage, notwithstanding the exposed position it entails upon the White King. That such a move can be theoretically sound it is difficult to believe, though the attack certainly possesses more resources than appears at first sight, and it must not be forgotten that Mr. Steinitz has adopted it with success in important contests against some of the best players of the day. To this latter consideration, however, we attach comparatively little importance, as there are few positions so hopelessly bad, provided they do not involve a loss of material, from which a really fine player cannot extricate himself. Whether strictly sound or not, however, the "Steinitz Gambit" unquestionably gives the first player a difficult and constrained game from the outset, involving, by its nature, the adoption of a system of defensive tactics for a considerable number of moves.

5 K to K second

4 Q to R fifth ch

5 P to Q fourth

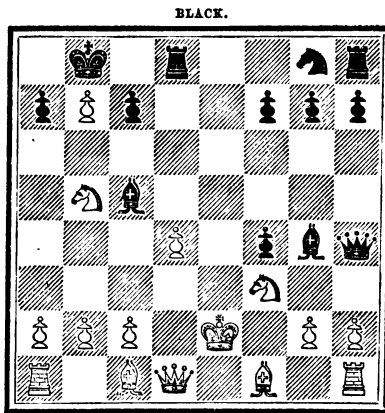
This appears to be Black's strongest move, but he may also play 5 $\overline{Q \text{ to R } 4 \text{ ch}}$ or 5 $\overline{P \text{ to Q } 3}$, which we will briefly notice—

- (1) 5 $\overline{Q \text{ to } R 4 \text{ ch}}$ 6 $\overline{Kt \text{ to } K B 3}$ &c.
 $\overline{P \text{ to } Q 3}$ $\overline{P \text{ to } K Kt 4}$
 (2) 5 $\overline{P \text{ to } Q 3}$ 6 $\overline{Kt \text{ to } K B 3}$ 7 $\overline{Q B \text{ takes } P}$ 8 $\overline{K \text{ to } K 3}$ Even game.
 $\overline{B \text{ to } K Kt 5}$ Castles $\overline{Q \text{ to } K R 4}$
 6 P takes P

Taking Pawn with Knight is inferior, *e.g.*—6 $\overline{Kt \text{ takes } Q P}$
 7 $\overline{Kt \text{ to } K B 3}$, threatening P to K B 4 or Kt to K B 3 next move.
 $\overline{\text{Castles}}$

- | | |
|---------------------|----------------------|
| 7 Kt to K B third | 6 B to K Kt fifth ch |
| 8 P takes Kt | 7 Castles |
| 9 P takes P ch | 8 B to Q B fourth |
| 10 Kt to Q Kt fifth | 9 K to Kt sq |

The only move we believe to save the game.



Position after Black's tenth move.

10 Kt to K B third

If Black play 10 $\overline{P \text{ to } Q R 3}$, White answers with 11 $\overline{P \text{ to } Q B 3}$, giving up the piece he has won, with a safe position.

11 K to Q third best

11 Q to K R fourth

The above moves occurred in a game between Messrs. Steinitz and Zukertort, and furnish an excellent illustration of this defence. White eventually won the *partie*, but the position, as it now stands,

is extremely critical for both sides, and it is not easy to determine what its legitimate result should be. It is obvious, however, that the first player cannot retain the piece he has won.

GAME III.

WHITE.

- 1 P to K fourth
2 Kt to Q B third

BLACK.

- 1 P to K fourth
2 B to Q B fourth

We are inclined to think this to be quite as strong a defence as either of the moves previously examined.

- 3 P to K B fourth

If 3 B to QB4, we have the old fashioned King's Bishop's game, viz. — 1 P to K4 2 B to B4 3 Kt to QB3, &c.

- 3 P to Q third

This reduces the opening into a familiar phase of the "Gambit Declined," which we arrive at by 1 P to K4 2 P to KB4 3 Kt to QB3, &c.

Black might also play, but with less advantage, 3 B takes Kt 4 R takes B Q to R5 ch, and we have a position brought about in the Greco Counter Gambit, with the players reversed.

- 4 Kt to K B third
5 B to Q B fourth

- 4 Kt to K B third
5 Kt to Q B third

If 5 B to K Kt5 6 P takes P 7 Q takes B 8 P to Q3 9 B to K Kt5, with the better opening.

- 6 P to Q third

White might also continue 6 P to B5 Kt to K2 7 P to Q3, &c.

- 6 B to K Kt fifth

The best reply. If 6 P to Q R3 7 P to KB5, &c.

- 7 B to Q Kt fifth

and the game is about even.

CHAPTER XXI.

THE FRENCH GAME.

- | | | | |
|---|---|----------------------------------|-----------|
| 1 $\frac{P \text{ to } K^4}{P \text{ to } K^3}$ | 2 $\frac{P \text{ to } Q^4}{P \text{ to } Q^4}$ | 3 $\frac{P \text{ takes } P}{}$ | GAME I. |
| | | 3 $\frac{Kt \text{ to } QB^3}{}$ | GAME II. |
| | 2 $\frac{P \text{ to } KB^4}{}$ | | GAME III. |

THE defence of P to K third *versus* P to K fourth—commonly known as the “French Game”—is termed, by Jaenisch and Max Lange, the “Normal Opening,” and, in the opinion of the great Russian analyst, constitutes “the only satisfactory defence the board affords,” whereby the second player is enabled to reduce to a *minimum* the advantage of the first move. In estimating the value of this *dictum*, however, it should be borne in mind that the data on which Major Jaenisch based his conclusions have undergone considerable modification, his proposed defence to Paulsen’s variation, 3 $\frac{Kt \text{ to } QB^3}{}$,* the assumed validity of which, doubtless, largely influenced the estimate of the opening having been latterly demonstrated to be inefficient. For our own part, we have long been of opinion that, what Jaenisch terms the “Offensive Defensive” resources of the French Game have been somewhat overrated, and, so far from believing that the defence reduces to a *minimum* the advantage of the first move, we hold, with one of our most learned English theorists, that “it allows the advantage of the move to be retained for a considerable time, as long indeed as any move of the Royal Opening.”

GAME I.

WHITE.

- 1 P to K fourth
2 P to Q fourth

BLACK.

- 1 P to K third

White may also play 2 $\frac{P \text{ to } KB^4}{}$, for which see Game III.

* See a remarkable letter in the *Chess World*, Vol. IV. p 288, one of Major Jaenisch’s last contributions to the literature of Chess.

2 P to Q fourth

3 P takes P

If he move 3 P to K 5, Black will obtain an immediate advantage by 3 P to Q B 4, followed by 4 Kt to Q B 3 or 4 Q to Q Kt 3. For the consequences of 3 Kt to Q B 3, a mode of play first brought into vogue by Mr. Paulsen, see Game II.

3 P takes P

4 Kt to K B third

4 Kt to K B third

5 B to Q third

5 B to Q third

If 5 P to Q B 4, then follows 6 Castles
P takes Q P 7 B to Q Kt 5 ch 8 Kt takes Q P
B to Q 2
 9 R to K sq ch 10 B takes Kt 11 Q to K 2 12 Kt to K B 3 best 13 Kt to Q B
B to K 2 P takes B P to Q B 4 P to K R 3 B to K 3
 14 B to K B 4, and White has, perhaps, a slight superiority.

6 Castles

6 Castles

7 P to Q B fourth

In the opinion of Major Jaenisch this is White's strongest move. If he play, instead, 7 B to K 3, we have 7 B to K Kt 5 best
 8 P to Q B 4 9 B takes Q B P, &c.; and if he move 7 B to K Kt 5
P takes P P to Q B 3, or 7 P to K R 3, Black equally rejoins with 7 P to Q B 4.

7 P takes Q B P

If Black play 7 P to Q B 4, as recommended by Max Lange, the best continuation is — 8 P takes Q B P 9 P takes Q P 10 Kt to Q B 3, &c.
B takes Q B P Q takes P best

8 B takes Q B P

8 B to K Kt fifth

9 B to K third

This is somewhat stronger than 9 P to K R 3. In the latter case the proper continuation, according to Jaenisch, is 9 B to K B 4
 10 B to K 3 11 Q Kt to Q 2 12 Q to Q Kt 3, and the game is even.
P to Q B 3 Q Kt to Q 2 Q to Q Kt 3

9 P to Q B third

If 9 Kt to Q B 3, the answer is 10 B to Q Kt 5.

10 Q Kt to Q second

10 Q Kt to Q second

11 Q to Q Kt third

If 11 Q to Q B 2, Black answers with 11 Q R to B sq.

- | | |
|--------------------|--------------------|
| | 11 Q to Q Kt third |
| 12 Q to Q B second | 12 Q to Q B second |
| 13 Q R to B sq | 13 Q R to B sq |

The foregoing are given, as the best moves on each side, by Jaenisch, who, at the first, breaks off with the remark, "The Black men are well posted, and have sufficient freedom of action; the only advantage possessed by White is, that he occupies a little more of the field. The advantage is, that of the first move reduced to the *minimum*, as it properly should be in the Normal Opening."

GAME II.

WHITE.

- 1 P to K fourth
- 2 P to Q fourth
- 3 Kt to Q B third

BLACK.

- 1 P to K third
- 2 P to Q fourth

This *sortie* of the Queen's Knight is, we are inclined to think, stronger than 3 P takes P, just examined. Black has three feasible replies, viz.—

3 B to Q Kt 5 ⁽¹⁾ 3 Kt to K B 3 ⁽²⁾ and 3 P takes P ⁽³⁾

In the first place:—

3 B to Q Kt fifth

4 B to Q third

This move has the sanction of some of our best players, but we are by no means satisfied that it is superior to 4 P takes P. In the latter case we have the ordinary French Opening, with the important difference—in White's favour—that Black's King's Bishop, instead of being posted at Queen's third square, where he exercises the strongest influence on the adverse game in positions of this class, has been played to a disadvantageous square, and the second player will be ultimately compelled either to lose a move, by retiring him, or to exchange him for a comparatively valueless Knight. The position is scarcely worth analysis, it being, I conceive, sufficiently patent that if 3 B to Q Kt 5 is the best answer to 3 Kt to Q B 3, the latter

is preferable to 3 P takes P , inasmuch as it causes the second player to make a weak reply.

4 P to Q B fourth

The *coup juste* according to Jaenisch. Of late, however, its validity has been questioned, but, properly followed up, we believe it establishes a satisfactory defence.

5 P takes Q P

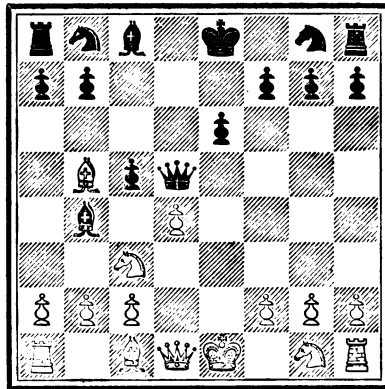
Seemingly White's best move. Clearly 5 B to K 3 would be bad, on account of 5 Kt to Q B 3 , to which, if White reply with 6 B to Q Kt 5 , Black rejoins with 6 Q to Q R 4 . If, on the other hand, White play 5 Kt to K B 3 , Black equally answers with 5 Kt to Q B 3 , and comes off with the better game. Finally, if White try 5 B to Q Kt 5 ch , Black interposes the Bishop—not the Knight, as recommended by Jaenisch.

5 Q takes P

6 $\text{B to Q Kt fifth ch}$

6 B to Q second

BLACK.



WHITE.

Position after White's sixth move.

Interposing the Bishop is, unquestionably, stronger than 6 Kt to Q B 3 , as given by Jaenisch. In the latter case, the best continuation appears to be 6 Kt to Q B 3 7 Kt to K B 3 8 B takes Kt ch 9 Q takes P 10 Q takes B , and White has a slightly superior

game, owing to his opponent's isolated Pawns. In Jaenisch's analysis White is made to play 10 P takes B, which is inferior, as Black rejoins with 10 Kt to K B 3 best, and soon acquires an equal game. If, instead of 10 Kt to K B 3 he answer 10 P takes B, with the tempting move of 10 B to Q R 3, the continuation would be

11 Q takes K Kt P 12 B to K 3 13 K to Q 2 14 K to B sq 15 Q takes B P
Q to K 5 ch Q to Q B 5 Castles ch Kt to K 2 R to Q 2

16 Q to K B 4, and should win.

7 B takes B ch	7 Kt takes B
8 Kt to K B third	8 P takes P
9 Q takes P	9 Q takes Q
10 Kt takes Q	10 B takes Kt ch
11 P takes B	

The above moves occurred in a game between Messrs. Ranken and Skipworth, which the latter eventually won, owing to White's badly doubled Pawn.

In the second place:—

3 Kt to K B third

We believe this will be found to be Black's strongest rejoinder to 3 Kt to Q B 3.

4 B to Q third

We have seen 4 P to K 5 played here with the following continuation, 4 P to K 5 K Kt to Q 2, 5 Q Kt to K 2 P to Q B 4, 6 P to Q 3, &c. If instead of either of these moves, White play 4 B to K Kt 5, Black's best answer is seemingly 4 P takes P, though he might also move 4 B to K 2 without danger.

4 P to Q B fourth

The correct reply. If he play 4 Kt to Q B 3, White rejoins with 5 P to K 5, and if 4 B to Q Kt 5, with 5 B to K Kt 5.

5 P takes Q P

If 5 P takes Q B P P to Q 5 6 Kt to Q R 4 B takes P 7 Kt takes B Q to R 4 ch 8 P to Q B 3, and if Black now play 8 P takes P, White answers with 9 P to Q Kt 4, winning a piece.

5 Q B P takes P

6 B to Q Kt fifth ch

If White play 6 $\overline{\text{Kt to Q Kt 5}}$, Black's best reply is apparently 6 $\overline{\text{Kt takes P}}$, and not 6 $\overline{\text{P to K 4}}$, as, in the latter case, the answer would be 7 $\overline{\text{Q to K 2}}$.

6 B to Q second

7 B takes B ch

If 7 $\overline{\text{P takes K P}}$, Black wins a piece by 7 $\overline{\text{B takes B}}$, followed by 8 $\overline{\text{Q to R 4 ch}}$. On the other hand, if White play 7 $\overline{\text{Q takes P}}$, the continuation is 7 $\overline{\text{B takes B}}$ 8 $\overline{\text{Kt takes B Q to R 4 ch}}$ 9 $\overline{\text{Kt to Q B 3 Kt takes P}}$, &c.

7 Q takes B

8 Q takes P

8 P takes P

9 Kt to K B third

9 Kt to Q B third

and the positions are about equal; Black's game for choice, notwithstanding his isolated centre Pawn.

In the third place:—

3 P takes P

4 Kt takes P

4 Kt to K B third

5 Kt takes Kt

5 Q takes Kt

6 B to Q third

6 B to Q third

7 Kt to K B third

7 P to K R third

8 Castles

8 Kt to Q B third

9 P to Q R third

and White has a somewhat better developed game.

GAME III.

WHITE.

BLACK.

1 P to K fourth

1 P to K third

2 P to K B fourth

2 P to Q fourth

3 P to K fifth

White may also take Pawn with Pawn, as in Game I., but the move in the text is usually played.

4 P to Q B third	3 P to Q B fourth
5 Kt to K B third	4 Kt to Q B third
	5 P to K B third

Black may also play 5 Q to Q Kt 3

6 B to K second	6 Kt to K R third
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and Black has the better opening.

The above variation also occurs, with a slight transposition, in the Sicilian Game.

CHAPTER XXII.

THE SICILIAN GAME.

1 <u>P to K 4</u>	2 <u>Kt to K B 3</u>	GAME I.
<u>P to Q B 4</u>	2 <u>P to Q 4</u>	GAME II.
	2 <u>Kt to Q B 3</u>	GAME III.
	2 <u>B to Q B 4</u>	GAME IV.

THIS interesting variety of the so-called "Close Game" derives its distinctive appellation from an ancient Italian MS., quoted by Sarratt, in which the defence of 1 P to Q B 4 is termed "Il Giuoco Siciliano." The earliest notices of it occur in the treatises of Salvio (1617) and Carrera (1634), and Greco subsequently devoted some analysis to the Opening, but Philidor, in his great work of 1777, was the first to call attention to its true merits. Its successful adoption in the memorable matches between La Bourdonnais and M'Donnell, and Staunton and St. Amant, sufficed, in more modern times, to establish the popularity of the defence, and, doubtless, influenced, in no small degree, the conclusion arrived at by Jaenisch, who, in his *Analyse Nouvelle*, pronounced 1 P to Q B 4 to be the best possible reply to 1 P to K 4, inasmuch as it frustrated all attack, and prevented the first player establishing his Pawns in the centre of the Board—an opinion that was subsequently endorsed by Mr. Staunton in the English Handbook. The Tournament of 1851, however, during which some important discoveries first saw light, whereby the force of the attack was considerably augmented, brought about a complete revolution in the theory of the opening, and, for a time, the Sicilian Game was less commonly adopted, owing to the prevailing opinion that, with the best play on both sides, it left the second player with a somewhat inferior position. More recently, however, the defence has been "rehabilitated" by Anderssen, and the "Sicilian" has once more come into general favour—albeit an opinion prevails

among some of the best players of the day, including, as we have seen, the late Major Jaenisch, that it furnishes a less theoretically correct defence than the French Game.

GAME I.

WHITE.

- 1 P to K fourth
2 Kt to K B third

BLACK.

- 1 P to Q B fourth

In addition to the move in the text, White has the choice of several replies, the most noteworthy of which are—

- 2 { P to Q 4 GAME II.
Kt to Q B 3 GAME III.
B to Q B 4 GAME IV.

He may also play 2 P to K Kt 3 2 P to Q B 3 2 P to Q B 4 2 P to Q Kt 3 and 2 P to Q Kt 4, none of which, however, call for analysis. If he play 2 P to K B 4, which was recommended as best by both Philidor and Deschappelles, the opening is speedily resolved into a form of the French Game, unfavourable for the first player, which is brought about by 1 P to K 4 2 P to K B 4 3 Kt to K B 3 4 P to K 5. See the "French Game," Game III.

2 P to K third

This is stronger than 2 Kt to Q B 3, to which White may reply with either 3 P to Q B 3 (recommended as best by the authors of *Theorie und Praxis*) or 3 P to Q 4. For the consequence of latter, see Game II. White may also, in the opinion of some players, obtain a good game by 3 B to Q Kt 5, afterwards taking off the Queen's Knight, and playing P to Q B fourth, but this is doubtful.

- 3 P to Q fourth
4 Kt takes P

- 3 P takes P
4 Kt to K B third

Black's fourth move, which was originally introduced by Anderssen, in his match with Kolisch, is the key to the true defence; as it nullifies White's threatened advance of his King's Knight to Queen's Knight's fifth; any other move will leave the second player with an inferior game. For the result of 4 Kt to Q B 3, see Game II.

5 B to Q third

This is somewhat stronger than 5 Kt to QB 3, which would be followed by 5 B to Q Kt 5 best, &c.

5 Kt to Q B third best

6 B to K third

Mr. Anderssen has shown that 6 Kt takes Kt is inferior, e.g.—

6 Kt takes Kt 7 Castles 8 P to K 5 9 P to KB 4 10 B to K 3
Kt P takes Kt P to Q 4 Kt to Q 2 P to KB 4 Kt to QB 4, &c.

6 P to Q fourth

The *Handbuch* gives also :— 6 B to K 2 7 Castles 8 P to KB 4
 9 P to K 5 even game.
K Kt to Q 2 P to Q 5

7 P takes P

7 P takes P

8 Castles

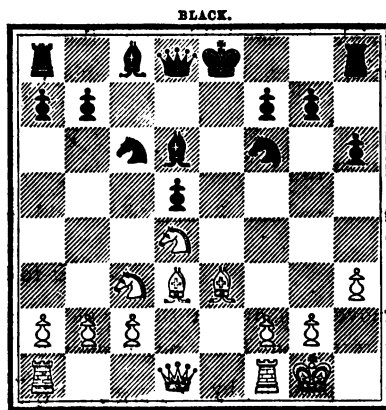
8 B to Q third

9 P to K R third

9 P to K R third

These moves occur in three games between Kolisch and Anderssen, and it is not easy to say where the play could be improved on either side, except, perhaps, that Black might have Castled with more advantage at his ninth move, instead of playing 9 P to KB 3, which looks like an unnecessary precaution. At this point the games diverge, but the following appears to be the best continuation :—

10 Kt to Q B third



Position after White's tenth move.

In another game Mr. Kolisch played 10 $\overline{Q \text{ to } K B 3}$, and, in a third, 10 $\overline{P \text{ to } Q B 4}$, but both are inferior to the move in the text.

- | | |
|--|--|
| | 10 Castles |
| 11 $\overline{Q \text{ to } Q \text{ second}}$ | 11 $\overline{R \text{ to } K \text{ sq}}$ |
| 12 $\overline{Q \text{ R to } Q \text{ sq}}$ | 12 $\overline{B \text{ to } Q B \text{ second}}$ |
| 13 $\overline{K R \text{ to } K \text{ sq}}$ | 13 $\overline{Q \text{ to } Q \text{ third}}$ |
| 14 $\overline{Kt \text{ to } K B \text{ third}}$ | |

At this point Mr. Anderssen played 14 $\overline{P \text{ to } Q R 3}$, which is clearly a "lost time." The *Chess Player's Chronicle* gives, at this juncture, 14 $\overline{Kt \text{ to } K 4}$ for Black, which, we think, would establish the position slightly in his favour, but the *Handbuch* and *Theorie und Praxis* seem to prefer 14 $\overline{P \text{ to } Q 5}$ and continue:—

- | | |
|---|---|
| 15 $\overline{B \text{ to } Q Kt \text{ fifth best}}$ | 14 $\overline{P \text{ to } Q \text{ fifth}}$ |
| 16 $\overline{Q \text{ takes } Q}$ | 15 $\overline{P \text{ takes } B}$ |
| 17 $\overline{K \text{ takes } P}$ | 16 $\overline{P \text{ takes } P \text{ ch}}$ |
| 18 $\overline{R \text{ takes } B}$ | 17 $\overline{B \text{ takes } Q}$ |

and the position is said to be in White's favour.

GAME II.

WHITE.

- 1 $\overline{P \text{ to } K \text{ fourth}}$
2 $\overline{P \text{ to } Q \text{ fourth}}$

BLACK.

- 1 $\overline{P \text{ to } Q B \text{ fourth}}$

It is immaterial whether White move thus, or 2 $\overline{Kt \text{ to } K B 3}$, as in the previous game, since, with correct play, both lead to the same result.

- 2 $\overline{P \text{ takes } P}$

- 3 $\overline{Kt \text{ to } K B \text{ third}}$

3 $\overline{B \text{ to } Q B 4}$ is inferior, and 3 $\overline{Q \text{ takes } P}$ would be answered by 3 $\overline{Kt \text{ to } Q B 3}$.

- 3 $\overline{Kt \text{ to } Q B \text{ third}}$

The correct move, as shown in the previous game, is 3 $\overline{P \text{ to } K 3}$, followed by 4 $\overline{Kt \text{ to } K B 3}$, but Black might maintain the Pawn, at the cost of an inferior position, by 3 $\overline{P \text{ to } K 4}$ 4 $\overline{B \text{ to } Q B 4}$ 5 $\overline{Q \text{ to } K 2}$ 6 $\overline{Castles}$ 6 $\overline{B \text{ to } K 2 \text{ best}}$ &c.

4 Kt takes P

4 P to K third

If 4 $\overline{P \text{ to } K 4}$ 5 $\overline{Kt \text{ takes } Kt}$ 6 $\overline{B \text{ to } Q 3}$ 7 $\overline{\text{Castles}}$ and the positions are about even. In reply to 4 $\overline{P \text{ to } K 4}$, White might also play, but, we think, with less advantage, 5 $\overline{Kt \text{ to } Q Kt 5}$ or 5 $\overline{Kt \text{ to } Q Kt 3}$.

5 Kt to Q Kt fifth

This move first occurred in a game between Szen and Anderssen (See Staunton's "Chess Tournament" 1851, p 41). Unless properly met, it has the effect of terribly cramping Black's game.

5 P to Q R third

The correct reply. In the game above referred to, Anderssen played 5 $\overline{P \text{ to } Q 3}$, which gave the continuation — 6 $\overline{B \text{ to } K B 4}$ 7 $\overline{B \text{ to } K 3}$ (if 7 $\overline{P \text{ to } K B 4}$ or 7 $\overline{B \text{ to } K 3}$ 8 $\overline{Q Kt \text{ to } B 3}$) 8 $\overline{K Kt \text{ to } Q B 3}$ 9 $\overline{Kt \text{ to } Q 5}$ with a good game. In answer to 5 $\overline{P \text{ to } Q 3}$, White might obtain a good attack, at the cost of a piece, by 6 $\overline{B \text{ to } K B 4}$ 7 $\overline{B \text{ to } K 3}$ 8 $\overline{Kt \text{ to } Q B 3}$ 9 $\overline{Kt \text{ to } Q 5}$, &c.

6 Kt to Q sixth ch

6 B takes Kt

7 Q takes B

7 Q to K second

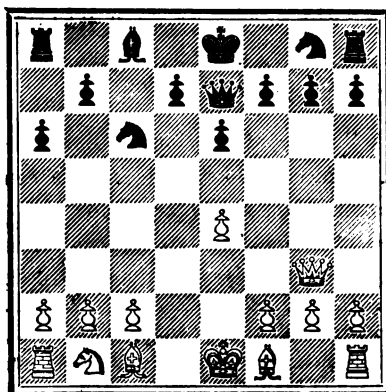
8 Q to K Kt third

This is stronger than 8 $\overline{P \text{ to } K 5}$

8 P to K B fourth

The best move. 8 $\overline{Kt \text{ to } K B 3}$ is inferior, on account of 9 $\overline{Q Kt \text{ to } B 3}$ 10 $\overline{P \text{ to } K 5}$, &c.

BLACK.



WHITE.

Position after White's eighth move.

9 P to K fifth

If 9 $\frac{P \text{ takes } P}{P \text{ takes } P \text{ dis ch}}$ 10 $\frac{B \text{ to } K 3}{P \text{ to } Q 4}$ 11 $\frac{P \text{ to } Q B 3}{Kt \text{ to } K B 3}$, and Black has the advantage.

9 Q to Q B fourth

10 B to K B fourth

White may also capture the King's Knight's Pawn with Queen,
e.g.—10 $\frac{Q \text{ takes } P}{Q \text{ takes } P \text{ ch}}$ 11 $\frac{Q \text{ takes } Q}{Kt \text{ takes } Q}$ 12 $\frac{P \text{ to } Q Kt 3}{Kt \text{ to } K B 3}$ 13 $\frac{B \text{ to } Kt 2}{P \text{ to } Q 3}$ 14 $\frac{P \text{ to } K B 4}{Q Kt \text{ to } Q 3}$
15 $\frac{Kt \text{ to } Q 3}{K \text{ to } B 3}$, and Black has the better position.

10 K to B second

11 Kt to Q B third

11 P to Q fourth

12 P takes P *en pass*

12 P to K fourth

13 B to K third

13 Q takes Q P

and Black has the better game.

GAME III.

WHITE.

1 P to K fourth

BLACK.

1 P to Q B fourth

2 Kt to Q B third

Several modern theorists, including the Editors of the *Paris International Chess Congress* 1867, consider this to be White's best reply.

2 Kt to Q B third

We prefer this to 2 $\frac{P \text{ to } K 3}{P \text{ to } K 3}$.

3 Kt to K B third

A "fashionable" mode of continuing the opening at this point is by 3 $\frac{P \text{ to } K Kt 3}{P \text{ to } K Kt 3}$, followed by 4 $\frac{B \text{ to } K Kt 2}{B \text{ to } K Kt 2}$. We confess we fail to appreciate this method of developing the first player's game,* which strikes us as objectionable, for this reason: in the first place, the Pawn at King's fourth hinders the diagonal of the King's Bishop

* The "invention" of this line of play has been variously attributed to M. Kolisch and Mr. Paulsen. As a matter of fact, however, the move of P to K Kt 3, on the first player's side, occurs in a game between Mesars. Zytogorsky and Barnes, published in the *Chess Player's Chronicle* for 1855, p 215.

when brought out at King's Knight's second, and, in the second place, the Bishop thus stationed is, to a great extent, out of play, his best post in this class of opening being at Queen's third. The following appears to be the correct continuation—3 $\frac{P \text{ to } K \text{ Kt } 3}{P \text{ to } Q 3}$, 4 $\frac{B \text{ to } K \text{ Kt } 2}{P \text{ to } K 4}$, and Black's position is preferable. We see in this variation the superiority of 2 $\frac{Kt \text{ to } Q \text{ B } 3}{P \text{ to } K 3}$.

3 P to K third

4 P to Q fourth

White may also play 4 $\frac{B \text{ to } Q \text{ Kt } 5}{P \text{ to } Q \text{ R } 3}$ and 5 $\frac{B \text{ to } Q \text{ B } 4}{P \text{ to } Q 4}$, e.g.—

(1) 4 $\frac{B \text{ to } Q \text{ Kt } 5}{P \text{ to } Q \text{ R } 3}$ 5 $\frac{B \text{ takes } Kt}{Kt \text{ P takes } B}$ 6 $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$ even game.

(2) 4 $\frac{B \text{ to } Q \text{ B } 4}{P \text{ to } Q \text{ R } 3}$ 5 $\frac{P \text{ to } Q \text{ R } 4}{K \text{ Kt to } K 2}$ 6 $\frac{Q \text{ to } K 2}{Kt \text{ to } K \text{ Kt } 3}$ 7 $\frac{P \text{ to } Q 3}{B \text{ to } K 2}$ 8 $\frac{B \text{ to } K 3}{\text{Castles}}$

9 $\frac{\text{Castles}}{P \text{ to } K \text{ B } 4}$, Black has the advantage.

4 P takes P

5 Kt takes P

5 Kt to K B 3

If 5 $\frac{B \text{ to } Q \text{ Kt } 5}{B \text{ takes } Kt}$ 6 $\frac{Kt \text{ takes } Kt}{B \text{ takes } Kt}$ 7 $\frac{P \text{ takes } B}{P \text{ takes } Kt}$ 8 $\frac{Q \text{ to } Q 4}{P \text{ takes } Kt}$, &c.

6 P to Q R third

If White play 6 $\frac{B \text{ to } Q \text{ Kt } 5}{B \text{ to } Q \text{ Kt } 5}$ or 6 $\frac{K \text{ Kt to } Q \text{ Kt } 5}{B \text{ to } Q \text{ Kt } 5}$, Black equally rejoins with 6 $\frac{B \text{ to } Q \text{ Kt } 5}{B \text{ to } Q \text{ Kt } 5}$.

6 P to Q R third

If 6 $\frac{B \text{ to } Q \text{ B } 4}{B \text{ to } Q \text{ B } 4}$ 7 $\frac{Kt \text{ to } Q \text{ Kt } 5}{Kt \text{ to } Q \text{ Kt } 5}$; and if 6 $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$ 7 $\frac{P \text{ takes } P}{P \text{ takes } P}$ 8 $\frac{B \text{ to } Q \text{ Kt } 5}{B \text{ to } Q 2}$ 9 $\frac{\text{Castles}}{\text{Castles}}$, with the better game.

7 B to Q B fourth

7 P to Q fourth

8 P takes P

8 P takes P

9 B to Q Kt third

9 B to Q B fourth

10 B to K third

10 Q to Q third

and the advantage, if anything, is with White.

GAME IV.

WHITE.

BLACK.

1 P to K fourth

1 P to Q B fourth

2 B to Q B fourth

This is not so good as 2 $\frac{Kt \text{ to } K \text{ B } 3}{Kt \text{ to } K \text{ B } 3}$ or 2 $\frac{Kt \text{ to } Q \text{ B } 3}{Kt \text{ to } Q \text{ B } 3}$.

	2 P to K third
3 Kt to Q B third	3 P to Q R third
4 P to Q R fourth	4 Kt to Q B third

The *Handbuch* gives, for Black, 4 $\overline{\text{Kt to K 2}}$, and continues—
 5 $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ 6 $\frac{\text{P takes Q P}}{\text{K P takes P}}$ 7 $\frac{\text{Q takes P}}{\text{Kt to Q B 3}}$, and Black is said to have the better opening. This, however, is not so obvious if White now play 8 $\underline{\text{Q to K R 4}}$.

5 P to Q third	5 Kt to K B third
----------------	-------------------

In the opinion of the authors of *Theorie und Praxis* this is Black's best move, but he may also play 5 $\overline{\text{K Kt to K 2}}$ or 5 $\overline{\text{Kt to Q Kt 5}}$. To the former White should rejoin with 6 $\underline{\text{B to K Kt 5}}$, and to the latter with 6 $\underline{\text{Q to K 2}}$.

6 B to Q second	6 P to Q fourth
7 B to Q R second	7 B to K second best

And Black has the better opening.

CHAPTER XXIII.

THE CENTRE COUNTER GAMBIT.

1 $\frac{P \text{ to } K 4}{P \text{ to } Q 4}$ 2 $\frac{P \text{ takes } P}{}$.

WHITE.

1 P to K fourth

BLACK.

1 P to Q fourth

This counter move may be fairly ventured, although it subjects the second player to a slight inferiority from the outset.

2 P takes P

If 2 $\frac{P \text{ to } K 5}{}$, the game is resolved into a well-known form of the French Game, the result of which is in favour of Black.

2 Kt to K B third

We greatly prefer retaking the Pawn with the Queen at once, e.g.—2 $\frac{Q \text{ takes } P}{}$ 3 $\frac{Kt \text{ to } Q B 3}{Q \text{ to } Q R 4}$ 4 $\frac{P \text{ to } Q 4}{P \text{ to } Q B 3}$ 5 $\frac{B \text{ to } Q 2}{Q \text{ to } Q B 2}$, White has the better opening, but Black has a strong defensive position.

3 B to Q Kt fifth ch

The game now becomes extremely difficult and complicated for both sides. Instead of this check, however, White may at once simplify the position by 3 $\frac{P \text{ to } Q 4}{}$. This, probably, is his most prudent line of play, as it is questionable whether the Pawn can be ultimately maintained.

3 B to Q second

4 B to Q B fourth

4 P to Q Kt fourth

5 B to Q Kt third

5 B to K Kt fifth

6 P to K B third best

6 B to K B fourth

Black may also continue—

6 $\frac{B \text{ to } Q B sq}{}$ 7 $\frac{Q \text{ to } K 2}{B \text{ to } Q R 3}$ 8 $\frac{Kt \text{ to } Q B 3}{Q \text{ to } Q 2}$ 9 $\frac{P \text{ to } Q R 4}{P \text{ to } Kt 5 \text{ best}}$ 10 $\frac{Kt \text{ to } Kt 5}{B \text{ takes } Kt}$
11 $\frac{Q \text{ takes } B}{Q \text{ takes } Q}$ 12 $\frac{P \text{ takes } Q}{Kt \text{ to } Q 2}$ 13 $\frac{P \text{ to } Q B 4}{}$, &c.

7 Q to K second

7 P to Q R third

8 P to Q B fourth

8 P to Q B third

9 Kt to Q B third

9 P to Q Kt fifth

10 Kt to Q R fourth

and White has the advantage.

CHAPTER XXIV.

THE FIANCHETTO.

1 $\frac{P \text{ to } K 4}{P \text{ to } Q \text{ Kt } 3}$

WHITE.

1 P to K fourth

BLACK.

1 P to Q Kt third

THIS defence is condemned by the early authorities, but, nevertheless, is tolerably safe, although it subjects the second player to a somewhat constrained position. A very brief analysis will suffice.

2 P to Q fourth

2 B to Kt second

3 B to Q third

3 P to K Kt third

If 3 $\frac{P \text{ to } K B 4}{P \text{ to } K B 4}$, the following is probable :—

4 $\frac{P \text{ takes } P}{B \text{ takes } Kt P}$ 5 $\frac{Q \text{ to } R 5 \text{ ch}}{P \text{ to } Kt 3}$ 6 $\frac{P \text{ takes } P}{B \text{ to } Kt 2}$ (If 6 $\frac{K \text{ Kt to } B 3}{K \text{ Kt to } B 3}$, White may leave the Queen *en prise*, and take Pawn with Pawn)
 7 $\frac{P \text{ takes } P \text{ dis ch}}{K \text{ to } B sq}$ 8 $\frac{P \text{ takes } Kt \text{ Queening ch}}{K \text{ takes } Q}$ 9 $\frac{Q \text{ to } K Kt 4}{B \text{ takes } R}$ 10 $\frac{B \text{ to } K B 4}{B \text{ to } K B 4}$, or
 10 $\frac{P \text{ to } K R 4}{P \text{ to } K R 4}$, White is minus the "exchange," but has a fine game.

4 P to K B fourth

4 B to K Kt second

5 Kt to K B third

5 P to Q third

6 B to K third

6 Kt to Q second

7 P to Q B fourth

7 P to K third

8 Kt to Q B third

8 Kt to K second

9 Q to K second

9 Castles

10 Castles Q R

With the better game.

CHAPTER XXV.

THE QUEEN'S GAMBIT.

- | | | | | |
|---|---|---|--|-----------|
| 1 | $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$ | 2 | $\frac{P \text{ to } Q B 4}{P \text{ takes } P}$ | GAME I. |
| 1 | $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$ | 2 | $\frac{P \text{ to } Q B 4}{P \text{ to } K 3}$ | GAME II. |
| 1 | $\frac{P \text{ to } Q 4}{P \text{ to } K B 4}$ | | | GAME III. |

THE Queen's Gambit appears to have been unknown to Lucena, the first notice of it being found in Damiano. It is briefly touched upon by most of the "classical" writers on the game; but Stamma, of Aleppo, with whom it was an especial favourite, was the first to appreciate the true merits of the Opening. It was subsequently thoroughly tested in the match games between La Bourdonnais and M'Donnell, Staunton and St. Amant, Morphy and Harrwitz, and Harrwitz and Lowenthal.

GAME I.

WHITE.

- 1 P to Q fourth
2 P to Q B fourth

BLACK.

- 1 P to Q fourth
2 P takes P

Most authorities recommend Black to decline the Gambit by 2 $P \text{ to } K 3$, for which see Game II.

- 3 P to K third

This move occurs in nearly all the games between M'Donnell and La Bourdonnais, and is now generally considered preferable to the old move of 3 $P \text{ to } K 4$. The latter would be continued :—

- 3 $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ 4 $\frac{P \text{ to } Q 5}{P \text{ to } K B 4}$ 5 $\frac{K B \text{ takes } P}{K Kt \text{ to } B 3}$ 6 $\frac{Kt \text{ to } K B 3}{B \text{ to } Q 3}$, and the game is even.

- 3 P to K fourth

This is Black's best reply. If he attempt to maintain the

Gambit Pawn by 3 P to Q Kt 4, as in the Royal Gambits, White obtains an immediate advantage by 4 P to Q R 4.

- | | |
|-------------------|----------------|
| 4 B takes P | 4 P takes P |
| 5 P takes P | 5 B to Q third |
| 6 Kt to K B third | |

In a match between Messrs. Brien and Falkbeer, which contains some instructive examples of the Queen's Gambit, the former played, on two occasions, 6 Q to Q Kt 3, which seems to merit some attention. The following appears to be the correct continuation :—

- 6 Q to Q Kt 3 7 B to K 3 8 B to Q Kt 5 9 P to Q 5 (if 9 B takes Kt
Q to K 2 ch Kt to Q B 3 B to Q 2 Kt to Q R 4
 9 B takes B 10 P to Q 5 10 B takes B ch 11 Q to Q B 3
Q to K 5 &c.) 10 Q takes B 11 Q to K Kt 5, with the
 better game. See *Chess Player's Chronicle*, Vol. III., Second
 Series, pp 312 and 337.

- | | |
|-------------------|-------------------|
| | 6 Kt to K B third |
| 7 Castles | 7 Castles |
| 8 P to K R third | 8 P to K R third |
| 9 Kt to Q B third | 9 Kt to Q B third |
| 10 Q to Q third | |

And the position is, perhaps, a little in White's favour.

GAME II.

WHITE.

- 1 P to Q fourth
- 2 P to Q B fourth
- 3 Kt to Q B third
- 4 P to K third
- 5 Kt to K B third
- 6 P to Q R third

BLACK.

- 1 P to Q fourth
- 2 P to K third best
- 3 Kt to K B third
- 4 P to Q B fourth
- 5 Kt to Q B third
- 6 P to Q R third

And the positions are identical.

The match between Mr. Staunton and M. St. Amant affords several highly instructive examples of this Opening. We would especially commend to the attention of the student Games XI.,

XIII. and XXI., which furnish almost a complete illustration of the best forms of attack and defence.

In these *parties* it will be observed that the Queen's Bishop is almost invariably brought into play at Queen's Knight's second, but of late an opinion has sprung up among some of our best players that the Bishop occupies a more attacking position at King's Bishop's fourth—a move first brought into prominent notice by Mr. Harrwitz, in his celebrated match with Mr. Lowenthal.

We append the following brief illustration :—

- | | |
|-------------------|-------------------|
| 1 P to Q fourth | 1 P to Q fourth |
| 2 P to Q B fourth | 2 P to K third |
| 3 Kt to Q B third | 3 Kt to K B third |
| 4 Kt to K B third | 4 P to Q B fourth |
| 5 B to K B fourth | 5 P to Q R third |

This is decidedly Black's best move. If 5 Kt to Q B 3, White wins at once by 6 Kt to Q Kt 5. (See *Chess Player's Chronicle*, Vol. I., Second Series, p 362.)

- | | |
|------------------|-------------------|
| 6 P to K third | 6 Kt to Q B third |
| 7 P to Q R third | 7 P takes Q P |

A game between Messrs. Harrwitz and Lowenthal was continued :—

- | | | | | |
|--------------------------------------|--|---|---|---|
| 7 <u>B to K 2</u> | 8 <u>Q P takes P</u>
<u>B takes P</u> | 9 <u>P to Q Kt 4</u>
<u>B to Q 3</u> | 10 <u>B takes B</u>
<u>Q takes B</u> | 11 <u>P to Q B 5</u>
<u>Q to K 3</u> |
| 12 <u>B to K 2</u>
<u>Castles</u> | 13 <u>Castles</u> . | | | |

- | | |
|-----------------|---------------------|
| 8 K P takes P | 8 P takes P |
| 9 K B takes P | 9 P to Q Kt fourth |
| 10 B to Q third | 10 B to Q Kt second |
| 11 Castles | 11 B to K second |
| 12 B to K fifth | 12 Castles |

and the game may be considered equal.

The above were the opening moves of the first game in the match between Messrs. Morphy and Harrwitz.

GAME III.

WHITE.

1 P to Q fourth

2 P to K fourth

BLACK.

1 P to K B fourth

This move first occurred in a game between Messrs. Staunton and Horwitz, and has been pronounced by nearly all the authorities to be the best reply to 1 $\overline{P \text{ to } K B 4}$. We question, however, whether it is really so good as 2 $\overline{P \text{ to } Q B 4}$.

3 Kt to Q B third

4 B to K Kt fifth

2 P takes P

3 Kt to K B third

4 P to Q B third

In an analysis of the variation by Max Lange, Black is made to play 4 $\overline{P \text{ to } K Kt 3}$, with the continuation—5 $\overline{B \text{ takes } Kt}$ 6 $\overline{Kt \text{ takes } P}$ &c.

5 B takes Kt

6 Kt takes P

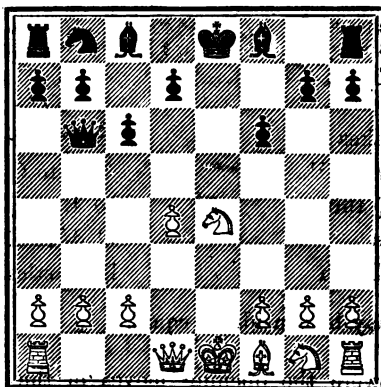
5 K P takes B

6 Q to Q Kt third

Black's sixth move is the invention of Mr. Steinitz, and certainly appears to be far more efficient than 6 $\overline{P \text{ to } Q 4}$, which is given at this point as best by both the *Handbuch* and *English Praxis*, with the following continuation—

6 $\overline{P \text{ to } Q 4}$ 7 $\overline{Kt \text{ to } K Kt 3}$ 8 $\overline{B \text{ to } Q 3}$ 9 $\overline{K Kt \text{ to } K 2}$ or 9 $\overline{Q \text{ to } Q 2}$, with the better opening.

BLACK.



WHITE.

Position after Black's sixth move.

7 B to Q third

The best move, we believe. At any rate both 7 Q to K 3 and 7 Q to R 5 ch are very inferior, *e.g.*—

(1.) 7 Q to K 3 8 Kt to Q 6 dble ch 9 Q to K 8 ch 10 Q takes B ch
 Q takes Kt P K to Q sq K to B 2 K takes Kt
 11 R to Q sq 12 Q takes R 13 Q takes R P 14 K to K 2 15 K to B 3
 Kt to Q R 3 K to B 2 B to Q Kt 5 ch Q takes P ch Q to K B 4 ch
 16 K to Kt 3 best 17 P to K B 4 best 18 K to R 3 19 K to Kt 4
 B to Q 3 ch Q takes P th Q to K R 3 ch Q to K Kt 4 ch
 and Black will win.

(2.) 7 Q to R 5 ch 8 Kt takes P ch 9 Q to K R 4 best, threatening,
 P to K Kt 3 K to Q sq best B to K 2
 next move, 10 R to K B sq or 10 P to Q B 4, winning a piece.

7 P to Q fourth

8 Kt to Q B third

8 Q takes Kt P

9 K Kt to K second

9 B to Q third

Far stronger than 9 B to Q Kt 5, on account of the following—

9 B to Q Kt 5 10 Castles 11 R to Kt sq 12 Kt takes B 13 Q to R 5 ch,
 B takes Kt Q takes R P Q to Q R 4
 &c.

10 Castles

10 Castles

and Black has won a Pawn, with no inferiority of position. The above moves occurred in actual play between Messrs. Potter and Steinitz; for the accompanying analysis we are indebted to the *Field*.

CHAPTER XXVI.

THE KING'S BISHOP'S PAWN OPENING.

GAME I.

WHITE.

1 P to K B fourth

BLACK.

1 P to K B fourth

BLACK may also play 1 $\overline{P\ to\ Q\ 4}$ or 1 $\overline{P\ to\ Q\ B\ 4}$. For the consequence of 1 $\overline{P\ to\ K\ 4}$ see Game II.

2 Kt to K B third

2 P to K third

3 P to K third

3 Kt to K B third

4 P to Q Kt third

4 P to Q Kt third

5 B to Q Kt second

5 B to Q Kt second

6 B to K second

6 B to K second

Even Game.

GAME II.

WHITE.

1 P to K B fourth

BLACK.

1 P to K fourth

This eccentric form of defence is known among the German writers as "From's Gambit." It was, however, frequently adopted by Mr. Burden against the writer several years before the publication of Herr From's analysis.

2 P takes P

White may convert the game into a King's Gambit by 2 $\overline{P\ to\ K\ 4}$, which we are inclined to think is his best course.

2 P to Q third

3 P takes P

The *Handbuch* prefers, for White, 3 $\overline{Kt\ to\ K\ B\ 3}$ 4 $\overline{P\ to\ K\ 4}$ 5 $\overline{B\ to\ Q\ B\ 4}$ $\overline{Kt\ to\ Q\ B\ 3}$, and the Opening is resolved into a form of the Gambit

Refused, which is brought about by 1 $\frac{P \text{ to } K4}{P \text{ to } K4}$ 2 $\frac{P \text{ to } KB4}{B \text{ to } QB4}$ 3 $\frac{Kt \text{ to } KB3}{P \text{ to } Q3}$
 4 $\frac{P \text{ takes } P}{P \text{ takes } P}$ 5 $\frac{B \text{ to } QB4}{Kt \text{ to } QB3}$, &c., the position being slightly in Black's
 favour.

3 B takes P

4 Kt to K B third

4 Kt to K R third best

Instead of this move, Black may play 4 $\frac{P \text{ to } K Kt4}{P \text{ to } K Kt4}$. We have
 seen the game continued 4 $\frac{P \text{ to } K Kt4}{P \text{ to } K Kt4}$ 5 $\frac{P \text{ to } K Kt3}{P \text{ to } Kt5}$ 6 $\frac{Kt \text{ to } KR4}{B \text{ to } K2}$
 7 $\frac{Kt \text{ to } Kt2}{P \text{ to } KR4}$ 8 $\frac{P \text{ to } Q4}{P \text{ to } R5}$ 9 $\frac{B \text{ to } KB4}{P \text{ to } R6}$ 10 $\frac{Kt \text{ to } K3}{P \text{ to } K3}$, and the game is,
 perhaps, somewhat in White's favour. He might, however, have
 obtained a still better game by playing 5 $\frac{P \text{ to } Q3}{P \text{ to } Q3}$, with the object of
 advancing the Knight, when attacked, to King's Knight's fifth.

5 P to Q fourth

Apparently the best move, but he may play also 5 $\frac{P \text{ to } K4}{P \text{ to } K4}$
 5 $\frac{P \text{ to } K3}{P \text{ to } K3}$ and 5 $\frac{P \text{ to } Q3}{P \text{ to } Q3}$, e.g.—

(1) 5 $\frac{P \text{ to } K4}{Kt \text{ to } Kt5}$ 6 $\frac{P \text{ to } K Kt3 \text{ best}}{Kt \text{ takes } R P}$ 7 $\frac{R \text{ takes } Kt}{B \text{ takes } P \text{ oh}}$ 8 $\frac{K \text{ to } K2}{B \text{ takes } R}$
 9 $\frac{Kt \text{ takes } B}{P \text{ to } KB4}$, &c.

(2) 5 $\frac{P \text{ to } K3}{Kt \text{ to } Kt5}$ 6 $\frac{B \text{ to } K2}{Kt \text{ takes } R P}$ 7 $\frac{Kt \text{ takes } Kt}{Q \text{ to } R5 \text{ oh}}$ 8 $\frac{K \text{ to } Bsq}{B \text{ takes } Kt}$, and the
 position is, in each case, in Black's favour.

(3) 5 $\frac{P \text{ to } Q3}{Kt \text{ to } K Kt5}$ 6 $\frac{B \text{ to } K Kt5}{P \text{ to } KB3}$ 7 $\frac{B \text{ to } QBsq}{P \text{ to } KB3}$ and White has the
 superiority. Instead of 6 $\frac{B \text{ to } K Kt5}{P \text{ to } KB3}$, as given in this last variation,
 Mr. Wisker, in a game with Herr Zukertort, played 6 $\frac{P \text{ to } QB3}{P \text{ to } QB3}$,
 which is deserving of attention, as Black, in reply, cannot capture
 the King's Rook's Pawn with Knight on account of the check
 of the Queen at Q R fourth, followed by Q to K fourth ch.

The game in question was continued:—

6 $\frac{P \text{ to } QB3}{Kt \text{ to } QB3}$ 7 $\frac{Q \text{ to } QR4}{Castles}$ 8 $\frac{B \text{ to } K Kt5}{Q \text{ to } Ksq}$ 9 $\frac{Kt \text{ to } QR3}{Q \text{ to } Ksq}$ and finally resulted
 in White's favour.

5 Kt to K Kt fifth

6 B to K Kt fifth

This line of play was first suggested by Herr Zukertort in an analysis of the "From Gambit," published in the *Schachzeitung* for 1869, p 324.

6 P to K B third

7 B to K R fourth

The correct reply; if he retreat the Bishop home, Black wins at once by 7 $\frac{B \text{ to } Q \text{ B sq}}{Kt \text{ takes } P}$ 8 $\frac{R \text{ takes } Kt}{B \text{ to } Kt \text{ 6 ch}}$ 9 $\frac{K \text{ to } Q 2}{B \text{ takes } R}$ 10 $\frac{Kt \text{ takes } B}{Q \text{ takes } P \text{ ch}}$ 11 $\frac{K \text{ to } K \text{ sq}}{Q \text{ to } R \text{ 5 ch}}$ and wins.

7 P to K Kt fourth

In Herr Zukertort's analysis White is made to play 7 $\frac{Kt \text{ to } K 6}$, but the move in the text is seemingly stronger.

8 B to K B second

8 Kt takes B

9 K takes Kt

9 P to K Kt fifth

10 Kt to K sq

10 B takes K R P

This capture gives the second player a strong attack, but as it involves the loss of a piece its soundness may be questioned. Black, however, might play instead 10 $\frac{P \text{ to } K B 4}$, with a good position.

11 P to K Kt third

11 B takes P ch

12 K takes B

12 Q to Q third ch

13 K to Kt second

13 P to K R fourth

14 R to K R fourth

14 Kt to Q B third

15 P to K third

15 Kt to K second

16 B to Q third

16 P to K B fourth

17 K to B sq

17 Kt to Kt third

18 R to R sq

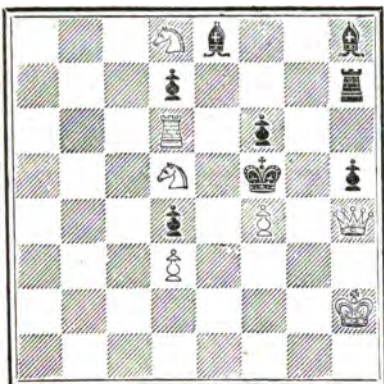
18 P to K R fourth

And Black's passed Pawns are, perhaps, scarcely equivalent for the piece he has sacrificed.

APPENDIX.

PROBLEM No. 1.

BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 2.

BLACK.

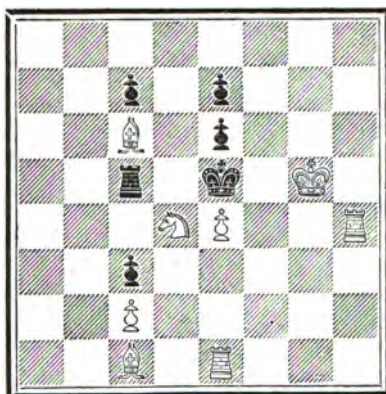


WHITE.

White to play and mate in two moves.

PROBLEM No. 3.

BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 4.

BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 5.

BLACK.

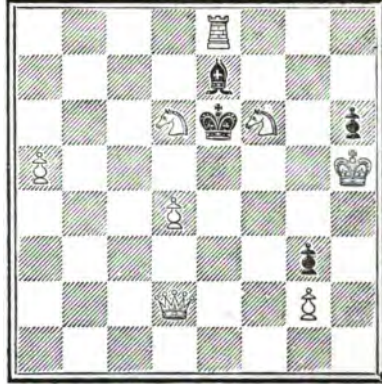


WHITE.

White to play and mate in two moves.

PROBLEM No. 6.

BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 7.

BLACK.

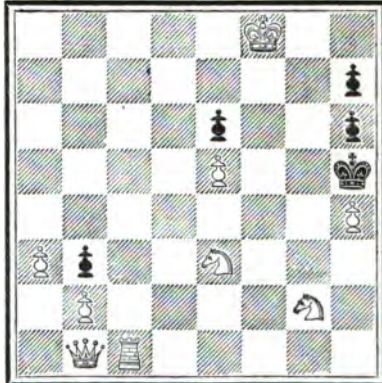


WHITE.

White to play and mate in two moves.

PROBLEM No. 8.

BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 9.

BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 10.

BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 11.

BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 12.

BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 13.

BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 14.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 15.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 16.

BLACK.

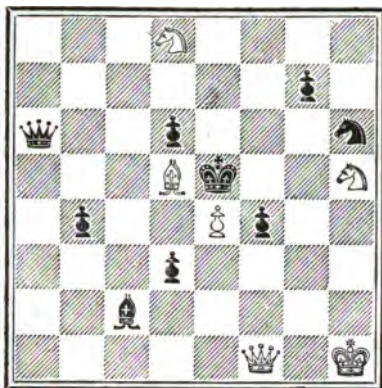


WHITE.

White to play and mate in three moves.

PROBLEM No. 17.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 18.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 19.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 20.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 21.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 22.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 23.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 24.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 25.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 26.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 27.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 28.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 29.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 30.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 31.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 32.

BLACK.

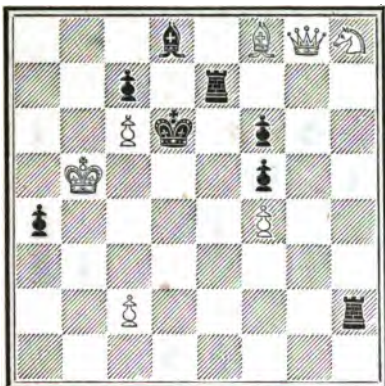


WHITE.

White to play and mate in three moves.

PROBLEM No. 33.

BLACK.

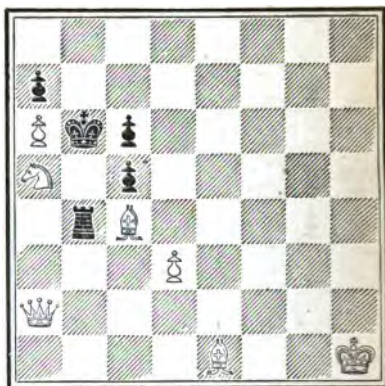


WHITE.

White to play and mate in three moves.

PROBLEM No. 34.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 35.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 36.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 37.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 38.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 39.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 40.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 41.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 42.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 43.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 44.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 45.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 46.

BLACK.

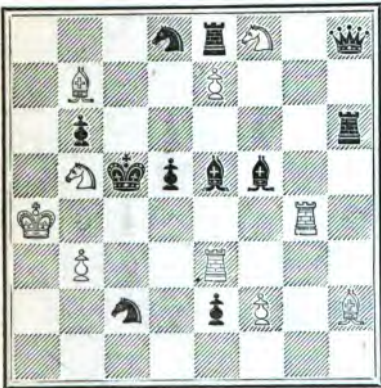


WHITE.

White to play and mate in three moves.

PROBLEM No. 47.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 48.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 49.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 50.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 51.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 52.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 53.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 54.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 55.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 56.

BLACK.

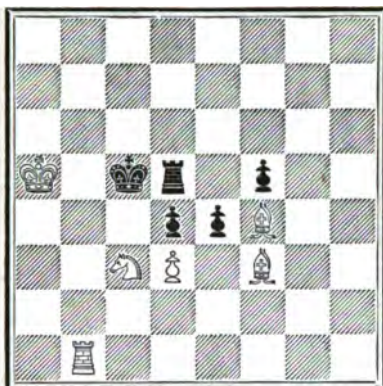


WHITE.

White to play and mate in three moves.

PROBLEM No. 57.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 58.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 59.

BLACK.

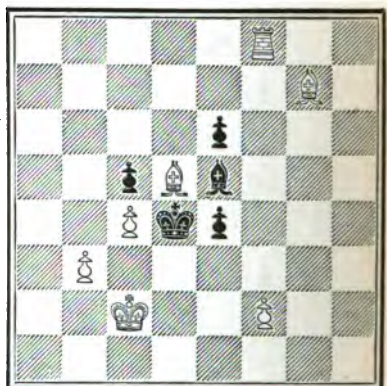


WHITE.

White to play and mate in three moves.

PROBLEM No. 60.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 61.

BLACK.

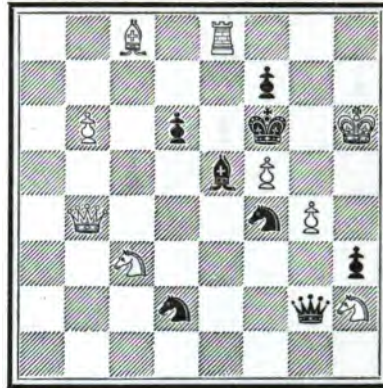


WHITE.

White to play and mate in three moves.

PROBLEM No. 62.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 63.

BLACK.

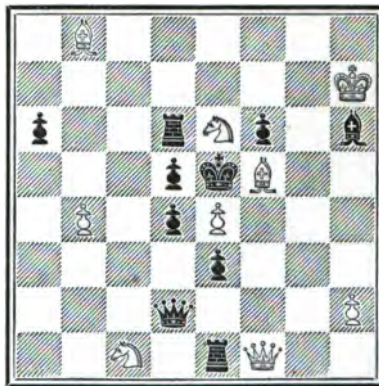


WHITE.

White to play and mate in three moves.

PROBLEM No. 64.

BLACK.

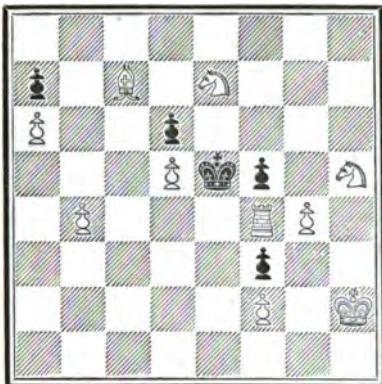


WHITE.

White to play and mate in three moves.

PROBLEM No. 65.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 66.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 67.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 68.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 69.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 70.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 71.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 72.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 73.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 74.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 75.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 76.

BLACK.

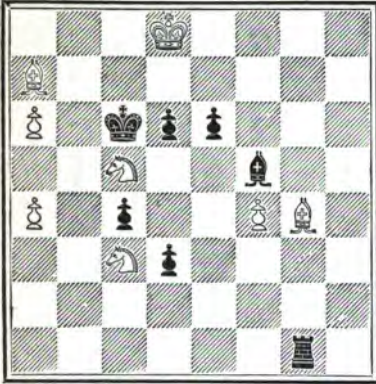


WHITE.

White to play and mate in three moves.

PROBLEM No. 77.

BLACK.



WHITE.

White to play and mate in three moves.

PROBLEM No. 78.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 79.

BLACK.

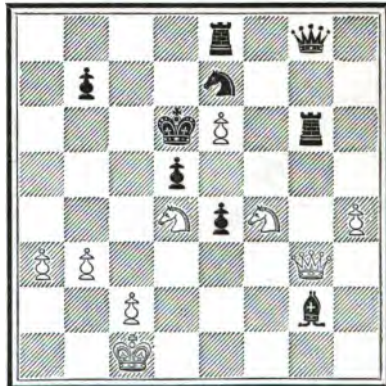


WHITE.

White to play and mate in four moves.

PROBLEM No. 80.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 81.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 82.

BLACK.

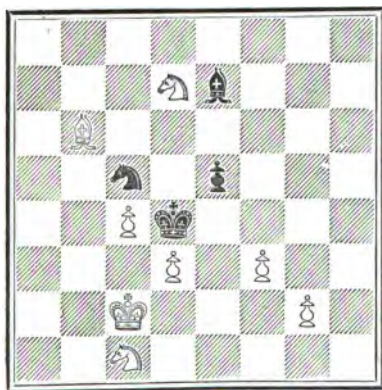


WHITE.

White to play and mate in four moves.

PROBLEM No. 83.

BLACK.

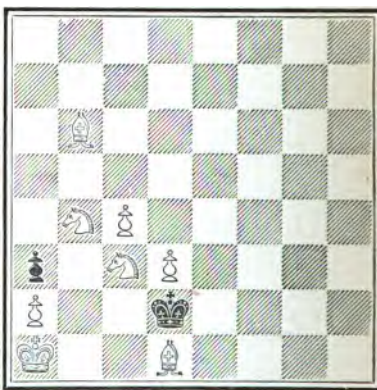


WHITE.

White to play and mate in four moves.

PROBLEM No. 84.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 85.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 86.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 87.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 88.

BLACK.

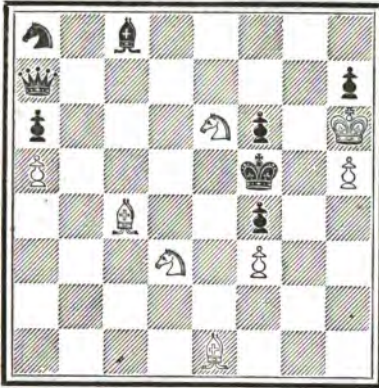


WHITE.

White to play and mate in four moves.

PROBLEM No. 89.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 90.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 91.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEM No. 92.

BLACK.

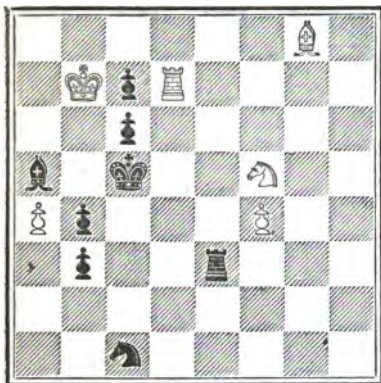


WHITE.

White to play and mate in four moves.

PROBLEM No. 93.

BLACK.

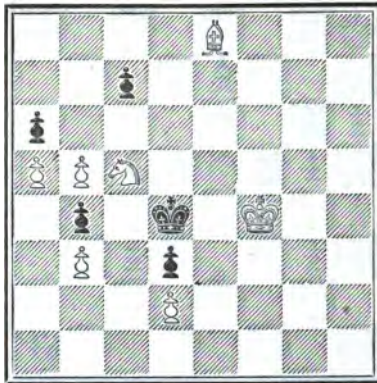


WHITE.

White to play and mate in four moves.

PROBLEM No. 94.

BLACK.



WHITE.

White to play and mate in five moves.

PROBLEM No. 95.

BLACK.



WHITE.

White to play and mate in five moves.

PROBLEM No. 96.

BLACK.

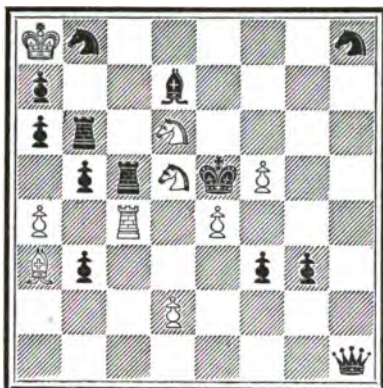


WHITE.

White to play and mate in five moves.

PROBLEM No. 97.

BLACK.



WHITE.

White to play and mate in five moves.

PROBLEM No. 98.

BLACK.

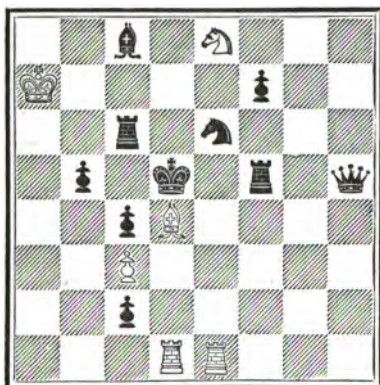


WHITE.

White to play and mate in five moves.

PROBLEM No. 99.

BLACK.



WHITE.

White to play and mate in five moves.

PROBLEM No. 100.

BLACK.



WHITE.

White to play and mate in six moves.

SOLUTIONS OF PROBLEMS.



IN TWO MOVES.

No. 1.

1 K to R sq

No. 2.

1 R to K B 5

No. 3.

1 B to Q R 3

No. 4.

1 P to Q 4

No. 5.

1 B to K 4

No. 6.

1 Q to Q Kt 2

No. 7.

1 B to K Kt 8

No. 8.

1 Q to Q R sq

No. 9.

1 Q to K R 7

No. 10.

1 R to K B 5

No. 11.

1 R to Q Kt 3

No. 12.

1 R to Q B 7

No. 13.

1 R to K Kt 6

IN THREE MOVES.

No. 14.

WHITE.

- 1 R to K Kt sq
- 2 R to K R sq
- 3 Kt takes P mates

BLACK.

- 1 P to K 6
- 2 K to Kt 5

No. 15.

- 1 Q to K Kt sq
- 2 Q to Q 4
- 3 Q or P mates

- 1 P takes P dis ch
- 2 Anything

No. 16.

- 1 B to Q Kt 4
- 2 Kt to Q Kt 3
- 3 Q or P mates

- 1 B takes B
- 2 Anything

No. 17.

- 1 Q to K Kt sq
- 2 Q to Q R 7
- 3 Q or Kt mates

- 1 P to K Kt 3
- 2 Anything

No. 18.

- 1 Q to K B sq
- 2 Q to Q R sq
- 3 P to Kt 3 mates

- 1 P to K 6
- 2 Anything

No. 19.

- 1 R to Q Kt 8
- 2 R to Q 8
- 3 Kt takes P mates

- 1 P to Q 7
- 2 K to Q 6

No. 20.

- 1 R to Q B sq
- 2 K to Q sq
- 3 R or B mates

- 1 Q takes Kt ch (A) (B)
- 2 Anything

(A)

- 1 R takes R

- 2 K to Q sq, &c.

(B)

- 1 R to K Kt sq

- 2 K to Kt sq, &c.

No. 21.

WHITE.

- 1 R takes P ch
2 R to Q 3
3 Mates

BLACK.

- 1 K to K 5 ch
2 Anything

No. 22.

- 1 R to R 7
2 R takes P
3 B mates

- 1 K to B 4
2 K takes R

No. 23.

- 1 R to Q Kt 2
2 R to Q Kt 3
3 Mates

- 1 P to R 5
2 Anything

No. 24.

- 1 Q to Q Kt sq
2 Q to Q Kt 8
3 P to K 6, or P takes Kt, mates

- 1 B takes R
2 B or Kt moves

No. 25.

- 1 Q to Q 4
2 R to K B 7
3 Mates

- 1 P moves
2 Anything

No. 26.

- 1 K to Q 3
2 K to Q 2
3 Mates

- 1 P takes B P ch (A)
2 Anything

(A)

- 2 K to Q B 2
3 Mates

- 1 P takes Q P ch
2 Anything

No. 27.

- 1 Kt to Q 2
2 Kt to K 4
3 R mates

- 1 B takes Kt ch
2 B moves

No. 28.

- 1 B to Q Kt 6
2 Q to Q B 8
3 Q or Kt mates

- 1 K to Q 5 best
2 Anything

APPENDIX.

No. 29.

WHITE.

BLACK.

- | | |
|--------------------------|-------------|
| 1 P to B 8, becoming a B | 1 P to Kt 6 |
| 2 B to Q 6 | 2 K takes P |
| 3 Kt mates | |

No. 30.

- | | |
|-----------------|------------|
| 1 B to K R 5 | 1 Anything |
| 2 B takes K R P | 2 Anything |
| 3 B or Kt mates | |

No. 31.

- | | |
|---------------|--------------|
| 1 B to Q B sq | 1 P to Q R 3 |
| 2 P to Q 3 | 2 K to Kt 4 |
| 3 Kt mates | |

No. 32.

- | | |
|---------------|-----------------|
| 1 Q to K Kt 5 | 1 Q takes Kt ch |
| 2 B to Q 4 | 2 Anything |
| 3 Mates | |

No. 33.

- | | |
|--------------|--------------|
| 1 Q to Q R 2 | 1 R takes Kt |
| 2 P to Q B 4 | 2 Anything |
| 3 Mates | |

No. 34.

- | | |
|--------------|--------------|
| 1 Q to K R 2 | 1 K takes Kt |
| 2 Q to K R 8 | 2 Anything |
| 3 Q mates | |

No. 35.

- | | |
|---------------|---------------|
| 1 Q to Q Kt 4 | 1 R to Q Kt 7 |
| 2 B to Q Kt 3 | 2 Anything |
| 3 Q mates | |

No. 36.

- | | |
|--------------|---------------|
| 1 Q to Q 7 | 1 Kt to Q B 2 |
| 2 Q to Q B 6 | 2 Anything |
| 3 Mates | |

No. 37.

- | | |
|----------------|----------------------|
| 1 Q to R sq ch | 1 P to R 5 (A) |
| 2 Q to Q Kt 2 | 2 Either Rook checks |
| 3 Q takes R | |

(A)

- | | |
|----------------|------------------------|
| 2 Q takes R ch | 1 R (from B 7) to Kt 7 |
| 3 Kt mates | 2 Anything |

No. 38.

WHITE.

- 1 Q to Q B 6 ch
- 2 Q to Q R 4
- 3 Q or Kt mates

BLACK.

- 1 K to Kt sq
- 2 Anything

No. 39.

- 1 Kt to K 7 ch
- 2 B to Q R 5
- 3 P takes Kt mates

- 1 K takes R
- 2 Kt moves

No. 40.

- 1 B to K B 8
- 2 Kt to K 7
- 3 Kt to Q 5 mates

- 1 P to B 6
- 2 K takes Kt

No. 41.

- 1 R to Q 6
- 2 Q to Q 5, or K 6
- 3 Mates

- 1 Either Rook takes
- 2 Anything

No. 42.

- 1 R to K sq
- 2 R to Q Kt sq
- 3 B or R mates

- 1 P takes Kt Queensing
- 2 Anything

No. 43.

- 1 R to K sq dis ch
- 2 R to Q B sq
- 3 Kt mates

- 1 K takes Kt
- 2 Anything

No. 44.

- 1 Q to K sq
- 2 Q to K B 3, or Q to Q 7
- 3 Kt mates

- 1 K takes either Kt
- 2 K takes Q

No. 45.

- 1 Kt to B 2 dis ch
- 2 B to K 4
- 3 Mates

- 1 K moves
- 2 Anything

No. 46.

WHITE.

- 1 Q to K sq
- 2 B to K 4
- 3 Q, Kt, or P mates

BLACK.

- 1 R to K Kt 8
- 2 Anything

No. 47.

- 1 R to Q 4
- 2 R to K 6
- 3 Mates

- 1 B takes R
- 2 Anything

No. 48.

- 1 B to K B 6
- 2 B to Q B 3
- 3 Kt mates

- 1 R takes Kt
- 2 Anything

No. 49.

- 1 Kt to K 3
- 2 P to K B 4
- 3 Kt or P mates

- 1 Q to Q B 4
- 2 Anything

No. 50.

- 1 R to Q B 7
- 2 Kt takes K P
- 3 R or Kt mates

- 1 P takes B
- 2 Anything

No. 51.

- 1 R to Q 6
- 2 B to Q 5 or K 6
- 3 Mates

- 1 Either R takes R
- 3 Anything

No. 52.

- 1 Kt to K 7
- 2 B to Q B 5
- 3 Mates

- 1 Q to Q B 7 best
- 2 Anything

No. 53.

- 1 Kt takes B
- 2 Kt to Q 7
- 3 Either Kt mates

- 1 K takes R
- 2 Anything

No. 54.

WHITE.	BLACK.
1 R to K Kt 5	1 P takes R
2 B to Q B 2	2 Anything
3 R, Kt, or B mates	

No. 55.

1 R to Q sq	1 P takes R
2 R to Q 4	2 Anything
3 B mates	

No. 56.

1 P to K 6	1 P to K 6
2 B to K B 3	2 Anything
3 Kt mates	

No. 57.

1 Kt takes P ch	1 K moves dis ch
2 Kt to B 5	2 R takes Kt
3 R mates	

No. 58.

1 Kt to Q B 5	1 P takes Kt
2 R to K 5	2 Anything
3 R or B mates	

No. 59.

1 Q to K Kt 3	1 B takes Q
2 R to K B 4	2 Anything
3 B or Kt mates	

No. 60.

1 R to K B 4	1 P takes B
2 R to B 6	2 Anything
3 R or B mates	

No. 61.

1 Q to K sq	1 B takes K P
2 R to Q 4, and mates next move	

No. 62.

WHITE.

- 1 Q to K 4
- 2 Q to K sq
- 3 Q or Kt mates

BLACK.

- 1 Q to K Kt 6
- 2 Anything

No. 63.

- | | |
|-----------------------------------|-------------|
| 1 P to K R 5 | 1 R takes P |
| 2 R to K R 8, and mates next move | |

No. 64.

- | | |
|-----------------|---------------|
| 1 Q takes P | 1 B to K B sq |
| 2 Q to Q R 2 | 2 Anything |
| 3 Q or Kt mates | |

No. 65.

- | | |
|----------------|-------------|
| 1 B to Q 8 | 1 P takes P |
| 2 Kt to K Kt 3 | 2 K takes R |
| 3 Kt mates | |

No. 66.

- | | |
|---------------|-------------|
| 1 B to Q Kt 5 | 1 R takes B |
| 2 K to R 2 | 2 Anything |
| 3 Kt mates | |

No. 67.

- | | |
|-----------------------------------|-------------|
| 1 Q to Q R sq | 1 B takes Q |
| 2 P to Q B 3, and mates next move | |

No. 68.

- | | |
|----------------|------------|
| 1 Kt to K 6 | 1 B to K 4 |
| 2 Kt to Q 4 | 2 Anything |
| 3 B or P mates | |

No. 69.

- | | |
|--------------|------------|
| 1 Q to Q R 3 | 1 K to R 4 |
| 2 Q to K 7 | 2 K moves |
| 3 R mates | |

No. 70.

WHITE.	BLACK.
1 Kt to K 5 ch	1 K takes P dis ch
2 Kt to Q B 4 dis ch	2 Anything
3 R mates	

No. 71.

1 R takes P ch	1 K takes R
2 Kt to Q R 5	2 K takes Kt
3 B mates	

No. 72.

1 B to B 5	1 P takes B
2 R to Q B 6, and mates next move	

No. 73.

1 R to Q sq	1 K to B 5
2 R to K sq	2 K to K 4
3 K to B 3 dis mate	

No. 74.

1 Kt to Q 5	1 Q or B takes P
2 B to Q B 4, and mates next move	

No. 75.

1 Q to B 6 ch	1 B to K 4
2 Q to B 6	2 Anything
3 Q or Kt mates	

No. 76.

1 R to Q B 4 ch	1 Kt takes R
2 Kt to Q 5	2 Anything
3 B or Kt mates	

No. 77.

1 Kt takes K P	1 B takes Kt
2 Kt to Q 5	2 Anything
3 B or Kt mates	

IN FOUR MOVES.

No. 78.

WHITE.

BLACK.

- | | |
|------------------------------------|------------------|
| 1 P to Q B 4 ch | 1 K takes R |
| 2 R to Q B 6 | 2 B to Q R 2 (A) |
| 3 R to Q Kt 3, and mates next move | |

(A)

- | | |
|-----------------------------------|------------|
| | 2 Anything |
| 3 R to Q B 4, and mates next move | |

No. 79.

- | | |
|-------------------|-------------|
| 1 Q to K Kt sq ch | 1 K to Kt 2 |
| 2 Q to Q R sq ch | 2 K takes Q |
| 3 K to Q B sq | 3 Anything |
| 4 Mates | |

No. 80.

- | | |
|------------------|--------------|
| 1 Q to Q B 3 | 1 K to K 4 |
| 2 Q to B 7 ch | 2 K takes Kt |
| 3 Q to Q B 3 ch. | 3 K takes Q |
| 4 Kt mates | |

No. 81.

- | | |
|------------------|--------------------|
| 1 R to Q 3 ch | 1 B takes R |
| 2 R to K B 4 ch | 2 K takes Kt |
| 3 Q takes P ch | 3 K takes Q dis ch |
| 4 R to B 6 mates | |

No. 82.

- | | |
|-----------------|-----------------|
| 1 Kt to Kt 4 ch | 1 K to K 5 best |
| 2 Q to K 5 ch | 2 R takes Q |
| 3 B to Q 4 | 3 Anything |
| 4 Kt mates | |

No. 83.

WHITE.

1 K to Q 2
 2 P to B 4
 3 K to Q B 2
 4 B mates

BLACK.

1 B to Kt 4 ch
 2 B takes P ch
 3 Anything

No. 84.

1 K to Kt sq
 2 K to B sq
 3 K to B 2
 4 K to B 3 mates

1 K takes Kt (A)
 2 K takes Kt
 3 K to R 5

(A)

2 B to K 2
 3 Kt to B 2
 4 B to R 5 mates

1 K to K 8
 2 K to Q 7
 3 K takes Kt

No. 85.

1 R to Q 6
 2 Kt to Q B 7
 3 R to Q 5, and mates next move

1 B to K B 3
 2 Q to R 7 (A)

(A)

2 Q to K Kt sq
 3 R to K 6, and mates next move

No. 86.

1 R to Q 7
 2 P to Q B 4
 3 P to Q B 5
 4 R mates

1 R to Q R 4 best
 2 B takes Kt
 3 Anything

No. 87.

1 Kt to Q B 5
 2 P to K B 4 ch
 3 R to Q 6
 4 Kt to Q 4 mates

1 P takes Kt best
 2 P takes P *en pass*
 3 K takes R dis ch

No. 88.

WHITE.

1 Kt to Q 7 ch

2 Q to Q 4 ch

3 B to K 5, and mates next move

BLACK.

1 R takes Kt

2 B takes Q

No. 89.

1 B to Q 5

2 B to K Kt 3

3 B to Q B 2

4 Mates

1 Q to K Kt 8 best

2 Q to R 2 best

3 Anything

No. 90.

1 Q to K B 8

2 B to Q B 2 dis ch

3 Q to K B 5 ch

4 B mates

1 Q to Q B 8 ch

2 Q takes R

3 Kt takes Q

No. 91.

1 K takes R

2 K takes P

3 P to K 3, and mates next move

1 B to B 7 ch

2 R to K R 6 best

No. 92.

1 P to K 6

2 P takes B

3 Q to K 8, and mates next move

1 B to Q 2 best

2 Kt takes Kt

No. 93.

1 R to Q 4

2 R to K 4

3 R to K 6, and mates next move

1 R to Q B 6 best

2 Kt to Q 6

IN FIVE MOVES.

No. 94.

WHITE.	BLACK.
1 B to B 6	1 K takes Kt
2 K to K 5	2 P takes P
3 B to K B 3	3 P to B 3
4 B to K 2	4 P takes P
5 P to Q 4 mates	

No. 95.

1 Q to K 8 ch	1 R to K 4
2 Q to K Kt 6 ch	2 P to Q B 4
3 Q to Q Kt 6	3 B takes Kt
4 Q to Kt sq ch, and mates next move	

No. 96.

1 B takes Kt P	1 P to B 5
2 B to Q B 2	2 P to Kt 3
3 B to Q R 4	3 P takes B
4 K to B 4	4 K takes Kt
5 B mates.	

No. 97.

1 P to Q 4 ch	1 K takes Kt
2 P takes R ch	2 K to B 3
3 P takes R dis ch	3 P takes R
4 P takes P	4 Anything
5 P takes Kt, becoming a Kt, mates.	

No. 98.

1 R to K R sq	1 B takes K B P
2 R to Q Kt 6	2 B takes R (A)
3 P to Q B 5	3 B takes P
4 Kt to Q 5, and mates next move.	

(A)

	2 R to K R sq
3 Kt to K Kt 8, &c.	

No. 99.

WHITE.	BLACK.
1 R to K 5 ch	1 R takes R
2 Kt to B 6 ch	2 K to Q 3
3 B to Q B 5 dis ch	3 K takes B
4 R to Q 5 ch	4 R takes R
5 Kt mates	

IN SIX MOVES.

No. 100.

1 P to K R 3	1 P to Kt 4
2 R to K Kt 4	2 P takes P
3 R to Kt 6	3 P takes R
4 K to B 6	4 P to Kt 4
5 K to B 5	5 P to Kt 5
6 P takes P mates.	

SOLUTION OF FRONTISPIECE.

1 Kt to B 5	1 Kt takes K P dis ch, best
2 P to Q B 4 ch	2 Kt takes P dis ch
3 Kt to K 3 ch	3 Kt takes Kt dis ch
4 P to Q B 4 ch	4 Kt takes P dis ch (A)
5 Q to K 4 mate.	(A)
	4 P takes P en pass dis ch
5 Q to Q 3 mate.	

CORRECTIONS AND EMENDATIONS.

GIUOCO PIANO.

PAGE 22.—Eight lines from top. Instead of 10 Q Kt to K 2, Black may play 10 Kt to Q R 4, but, in our opinion, it is inferior. The best continuation is, apparently:—

- | | |
|------------------|----------------|
| 11 Q to Q R 4 ch | 10 Kt to Q R 4 |
| 12 B takes Kt | 11 P to Q B 3 |
| 13 Castles K R | 12 Q takes B |
| 14 K R to Q B sq | 13 Castles |
| 15 Q to Q R 3 | 14 Q to Q Kt 4 |
| 16 Q to Q B 3 | 15 P to Q Kt 3 |
| 17 Kt to K 5 | 16 B to Q 2 |

And White has the better Opening.

RUY LOPEZ.

PAGE 39.—Eight lines from the top. Instead of 9 P takes P, White can win, at this point, by 9 B takes Q, *e.g.*—

- | | |
|------------------------|-----------------------|
| 9 B takes Q | 9 P takes P dis ch |
| 10 B takes B | 10 P takes R queening |
| 11 Q to Q B 5 | 11 Q takes Kt ch |
| 12 K to K 2 | 12 Q to Kt 7 ch |
| 13 K to K 3, and wins. | |

THE SCOTCH GAMBIT.

PAGE 63.—Twelve lines from bottom. The game by correspondence between Vienna and London was continued:—

	6 B to Q Kt 5 ch
7 B to Q 2	7 K to Q sq
8 Castles	8 B takes B
9 Kt takes B	9 Q to K B 5

This is stronger than the old move of 9 $\overline{Q \text{ to } K R 4}$.

10 P to Q B 4

We have seen 10 P to Q R 4 played at this point, but the move in the text is better, as it prevents the immediate advance of the Queen's Pawn.

PAGE 64.—Fourteen lines from bottom. It has been suggested to me that Black may defend himself against Mr. Fraser's attack by —

	6 B to Q Kt 5 ch
7 P to Q B 3	7 B to Q B 4

Better than 7 $\overline{B \text{ to } K 2}$, as proposed by Mr. Hosmer, of New York, as White can reply with 8 Castles and 9 $\overline{R \text{ to } K \text{ sq}}$.

8 Castles	8 K Kt to K 2
9 R to K sq	9 Q to Q 4
10 B to Q 3	10 Castles
11 P to Q B 4	11 Q to K R 4
12 R to K 4	

With a good game, as Black cannot now play 12 $\overline{Kt \text{ to } K Kt 3}$ without losing his Queen.

EVANS GAMBIT.

PAGE 82.—Five lines from the top. Mr. Steinitz prefers 10 Kt to K R 3, in lieu of 10 Kt to K Kt 3, but it is inferior, *e.g.*—

	10 Kt to K R 3
11 Kt to Q B 3	11 Castle
12 Kt to K 4	12 P takes P
13 B takes Kt	13 P takes B
14 Kt takes K P	14 Kt to K B 4
15 Kt to K Kt 4	15 K to R sq

White has the better game.

PAGE 82.—Three lines from the bottom. Instead of 15 R takes Kt, the German *Handbuch* continues :—

	15 Q to K sq
16 B to Q Kt 2	16 P to Q 4
17 B takes K Kt P	17 B takes K P
18 B takes R	18 Q takes B
19 Kt takes R P ch	19 K to Kt 2

and Black is said to have the advantage.

PAGE 82.—Two lines from the bottom. Instead of 17 B to Q 3, I much prefer 17 B to K Kt 5.

PAGE 83.—Moves 15, 16 and 17. Since this was written, I have discovered the variation, in the Appendix to *Theorie und Praxis*.

PAGE 115.—Eleven lines from the bottom. Instead of 11 $\frac{P \text{ to } K B 4}{B \text{ takes } R}$ 12 $\frac{P \text{ takes } P}{}$, White may also win, at this point, by 12 $\frac{R \text{ to } K B sq.}{}$.

QUEEN'S KNIGHT'S OPENING.

PAGE 248.—Nine lines from the top. Mr. Zukertort has suggested to me that, instead of 9 P takes P ch, White may possibly play 9 Q to Q 3, threatening 10 Q to K B 5 ch.

ERRATA.

Page 59, six lines from bottom.—For “advance” read
“adverse.”

PAGE 67.—For Game IV. read Game V.

PAGE 73.—Two lines from bottom. For 11 B takes Kt read
11 B to Q 3.

Page 74, eleven lines from the top.—For “move” read
“moves.”

PAGE 76.—Eight lines from top. For 17 K to K sq read
17 Kt to K sq.

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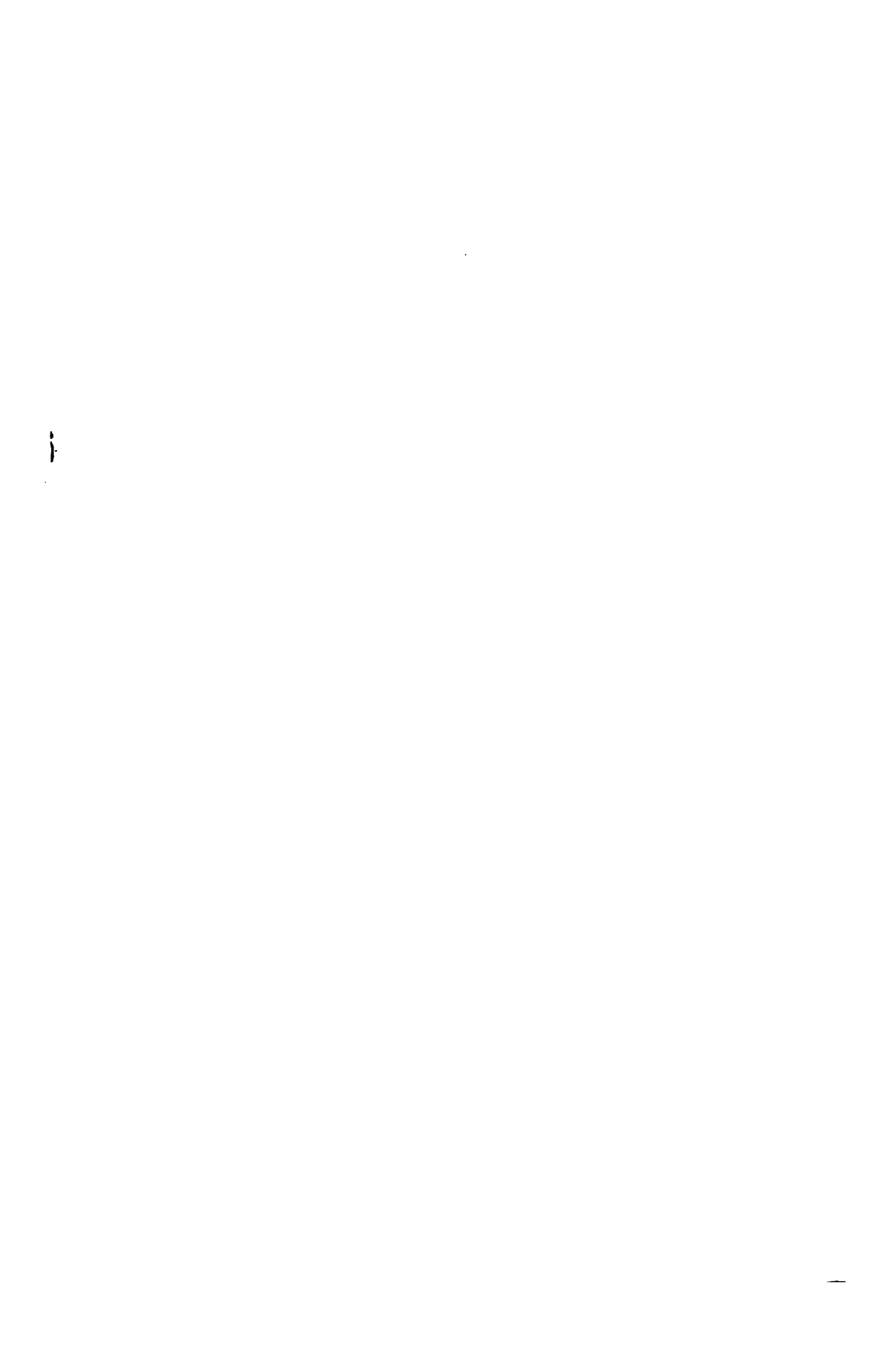
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